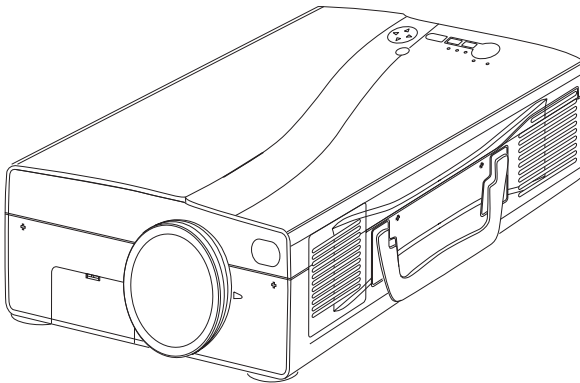


DUKANE

Liquid Crystal Projector LCOS Technology

Model **28A9115A** User's Manual



About the Symbols

Various symbols are used in this manual, the user's manual and on the product itself to ensure correct usage, to prevent danger to the user and others, and to prevent property damage. The meanings of these symbols are described below. It is important that you read these descriptions thoroughly and fully understand the contents.



Warning

This symbol indicates information that, if ignored, could possibly result in personal injury or even death due to incorrect handling.



Caution

This symbol indicates information that, if ignored, could result possibly in personal injury or physical damage due to incorrect handling.

Typical Symbols



This symbol indicates an additional warning (including cautions). An illustration is provided to clarify the contents.



This symbol indicates a prohibited action. The contents will be clearly indicated in an illustration or nearby (the symbol to the left indicates that disassembly is prohibited).



This symbol indicates a compulsory action. The contents will be clearly indicated in an illustration or nearby (the symbol to the left indicates that the power plug should be disconnected from the power outlet).

NOTE : "Remote control transmitter" may be called "Remote controller" in the "USER'S MANUAL".

SAFETY PRECAUTIONS

WARNING

Never use the projector if a problem should occur.

Abnormal operations such as smoke, strange odor, no image, no sound, excessive sound, damaged casing or elements or cables, penetration of liquids or foreign matter, etc. can cause a fire or electrical shock.

In such case, immediately turn off the power switch and then disconnect the power plug from the power outlet. After making sure that the smoke or odor has stopped, contact your dealer. Never attempt to make repairs yourself because this is dangerous this could be dangerous.

* The power outlet should be close to the projector and easily accessible.



Disconnect the plug from the power outlet.

Do not insert liquids or foreign object.

Penetration of liquids or foreign objects could result in fire or electrical shock. Use special caution in households where children are present.

If liquids or foreign object should enter the projector, immediately turn off the power switch, disconnect the power plug from the power outlet and contact your dealer.

* Do not place the projector in a bathroom.

* Do not expose the projector to rain or moisture.

* Do not place flower vases, pots, cups, cosmetics, liquids such as water, etc on or around the projector.

* Do not place metals, combustibles, etc on or around the projector.



Never modify.

The projector contains high voltage components. Modification could result in fire or electrical shock.

* Never open the cabinet.

* Ask your dealer to repair and clean insides.



Do not disassemble.

Do not give the projector any shock or impact.

If the projector should be shocked and/or broken, it could result in an injury, and continued use could result in fire or electrical shock.

If the projector is shocked, immediately turn off the power switch, disconnect the power plug from the power outlet and contact your dealer.



Do not place the projector on an unstable surface.

If the projector should be dropped and/or broken, it could result in an injury, and continued use could result in fire or electrical shock.

* Do not place the projector on an unstable, slant or vibrant surface such as a wobbly or inclined stand.

* Use the caster brakes placing the projector on a stand with casters.

* Do not place the projector in the side up position, the lens up position or the lens down position.



SAFETY PRECAUTIONS (continued)

ENGLISH

WARNING

Be cautious of High temperatures of the projector.

High temperatures are generated when the lamp is lit. It could result in fire or burn. Use special caution in households where children are present.

Do not touch about the lens, air fans and ventilation openings during use or immediately after use, to prevent a burn. Take care of ventilation.

* Keep a space of 30 cm or more between the sides and other objects such as walls.

* Do not place the projector on the metallic table.

* Do not place anything about the lens, air fans and ventilation openings of the projector.

* Never block the air fan and ventilation openings.

* Do not use with the ventilation opening facing downwards.

* Do not cover the projector with a tablecloth, etc.

* Do not place the projector on a carpet or bedding.



Never look through the lens or openings when the lamp is on.

The powerful light could adversely affect vision. Use special caution in households where children are present.



Use only the correct power outlet.

Incorrect power supply could result in fire or electrical shock. Use only the correct power outlet depending on the indication on the projector and the safety standard.

* The enclosed power cord must be used depending on the power outlet to be used.



Be cautious of the power cord connection.

Incorrect connection of the power cord could result in fire or electrical shock.

* Do not touch the power cord with a wet hand.

* Check that the connecting portion of the power cord is clean (with no dust), before using. Use a soft and dry cloth to clean the power plug.

* Insert the power plug into a power outlet firmly. Avoid using a loose, unsound outlet or contact failure.



Be sure to connect with ground wire.

When you fix this unit with a metal tool and the like, you must connect it with ground wire; otherwise, fire or electric shock can result.

Connect the ground terminal of AC inlet of this unit with the ground terminal provided at the building using an optional three-core power-supply cord.



Connect the ground wire

SAFETY PRECAUTIONS (continued)

WARNING

Be careful in handling the the light source lamp.

Incorrect handling the lamp could result in explosion.

- * Since the lamp is made of glass, do not apply shock to it and not scratch it.
- * When replacing lamp, turn off and remove AC cord, waite 45 minutes to let lamp cool. High-pressure lamp when hot, may explode if improperly handled.
- * The lamp has a service life. For details, read the user's manual. Please contact your dealer or service company for replacement. Do not use old use old lamp. This could also cause explosion of the lamp.



Be careful in handling the power cord and external connection cables.

If you keep using a damaged the power cord or cables, it can cause a fire or electrical shock. Do not apply too much heat, pressure or tension to the power cord and cables.

If the power cord or cables is damaged (exposed or broken core wires, etc.), contact your dealer.

- * Do not place the projector or heavy objects on the power cord and cables. Also, do not place a spread, cover, etc, over them because this could result in the inadvertent placing of heavy objects on the concealed power cord or cables.
- * Do not pull the power cord and cables. When connecting and disconnecting the power cord or cables, do it with your hand holding the plug or connector.
- * Do not place the cord near the heater.
- * Avoid bending the power cord sharply.
- * Do not attempt to work on the power cord.



Be careful in handling the battery of the remote control transmitter.

Incorrect handling of the battery could result in fire or personal injury. The battery may explode if not handled properly.

- * Keep the battery away from children and pets. If swallowed consult a physician immediately for emergency treatment.
- * Do not allow the battery in a fire or water.
- * Avoid fire or high-temperature environment.
- * Do not hold the battery with the metallic tweezers.
- * Keep the battery in a dark, cool and dry play.
- * Do not short circuit the battery.
- * Do not recharge, disassemble or solder the battery.
- * Do not give the battery a physical impact.
- * Use only the battery specified in the user's manual.
- * Make sure the plus and minus terminals are correctly aligned when loading the battery.
- * If you observe a leakage of the battery, wipe out the flower and then replace the battery. If the flower adheres your body or clothes, rinse well with water.
- * Obey the local laws on disposing the battery.



SAFETY PRECAUTIONS (continued)

CAUTION

Be careful in moving the projector.

Neglect could result in an injury or damage.

- * Do not move the projector during use. Before moving, disconnect the power cord and all external connections, and close the slide lens door.
- * Avoid any impact or shock to the projector.
- * For carrying, use the enclosed carrying bag if provided, depending on the manual of the carrying bag.



ENGLISH

Do not put anything on top of the projector.

Placing anything on the projector could result in loss of balance or falling, and cause an injury or damage. Use special caution in households where children are present.



Avoid a humid or dusty place.

Placing the projector in a highly humid, dusty place, oily soot or corrosive gas could result in fire or electrical shock.

- * Do not place near the kitchen, a humidifier or other place where there is oily smoke or humidity.



Avoid a high temperature environment.

The heat could have adverse influence on the cabinet of the projector and other parts. Do not place the projector, the remote control transmitter and other parts in direct sunlight or near a hot object such as heater, etc.



Remove the power cord for complete separation.

- * For safety purposes, disconnect the power cord if the projector is not to be used for prolonged periods of time.
- * Before cleaning, turn off and unplug the projector. Neglect could result in fire or electrical shock.



Disconnect the plug from the power outlet.

Ask your dealer to cleaning inside of the projector about every two years.

Accumulations of dust inside the projector cause result in fire or malfunction. Cleaning inside is more effective if performed before every humid periods such as rainy season.



- * Do not clean inside yourself because it is dangerous.

SAFETY PRECAUTIONS (continued)

NOTE

Do not give the remote control transmitter any physical impact.

A physical impact could cause damage or malfunction of the remote control transmitter.

- * Take care not to drop the remote control transmitter.
- * Do not place the projector or heavy objects on the remote control transmitter.

Take care of the lens.

- * Close the slide lens door to prevent the lens surface being scratched when the projector is not used.
- * Do not touch the lens to prevent fog or dirt of the lens that cause deterioration of display quality.
- * Use commercially available lens tissue to clean the lens (used to clean cameras, eyeglasses, etc.). Be careful not to scratch the lens with hard objects.

Take care of the air filter to normal ventilate.

When the air filter becomes clogged with dust, etc., the projector may display the message such as "CHECK THE AIR FLOW" or turn off the projector, to prevent the internal heat level rising.

- * Do not turn on the projector without air filter.
- * If the air filter is damaged or lost, order the air filter specified in the user's manual to your dealer.

Take care of the cabinet and the remote control transmitter.

Incorrect care could have adverse influence such as discoloration, peeling paint, etc.

- * Use a soft cloth to clean the cabinet and control panel of the projector and the remote control transmitter. When excessively soiled dilute a neutral detergent in water, wet and wring out the soft cloth and afterward wipe with a dry soft cloth. Do not use undiluted detergent directly.
- * Do not use an aerosol sprays, solvents, volatile substances or abrasive cleaner.
- * Before using chemical wipes, be sure to read and observe the instructions.
- * Do not allow long-term close contact with rubber or vinyl.

SAFETY PRECAUTIONS (continued)

NOTE

Avoid strong rays.

Any strong ray (such as direct rays of the sun or room lighting) onto the remote control transmitter sensors could invalidate the remote control transmitter.

Avoid radio interference.

Any interfering radiation could cause disordered image or noises.

* Avoid radio generator such as a mobile telephone, transceiver, etc. around the projector.

About displaying characteristic.

The display condition of the projector (such as color, contrast, etc.) depends on characteristic of the screen, because the projector uses a liquid crystal display panel. The display condition can differ from the display of CRT.

* Do not use a polarized screen. It can cause red image.

Turn the power on/off in right order.

To prevent any trouble, turn on/off the projector in right order mentioned below unless specifying.

* Power on the projector before the computer or video tape recorder.

* Power off the projector after the computer or video tape recorder.

Take care not to fatigue your eyes.

Rest the eyes periodically.

Set the sound volume at a suitable level to avoid bothering other people.

* It is better to keep the volume level low and close the windows at night to protect the neighborhood environment.

Connecting with notebook computer

When connecting with notebook computer, set to valid the RGB external image output (setting CRT display or simultaneous display of LCD and CRT).

Please read instruction manual of the notebook for more information.

Liquid Crystal Projector

USER'S MANUAL

Thank you for purchasing this liquid crystal projector.



WARNING • Please read the accompanying manual “SAFETY INSTRUCTIONS” and this “USER'S MANUAL” thoroughly to ensure correct usage through understanding. After reading, store this instruction manual in a safe place for future reference.

NOTE • The information in this manual is subject to change without notice.

- The manufacturer assumes no responsibility for any errors that may appear in this manual
- The reproduction, transmission or use of this document or contents is not permitted without express written authority.

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FEATURES

This liquid crystal projector is used to project various computer signals as well as NTSC / PAL / SECAM video signals onto a screen. Little space is required for installation and large images can easily be realized.

Outstanding Brightness

The UHB lamp and high-efficiency optical system assure a high level of brightness.

Partial Magnification Function

Interesting parts of images can be magnified for closer viewing.

Distortion Correction Function

Distortion-free images are quickly available.

Extra-low Noise Function

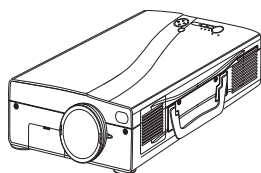
Acoustic noise level from the unit can be reduced.

BEFORE USE

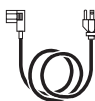
Contents of package

Make sure all of the following items are included in the package. If anything is missing, please contact your dealer.

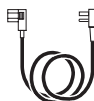
NOTE • Keep the original packing material for future reshipment.



Projector
(with Lens Cap)



Power Cord
(US Type)



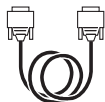
Power Cord
(UK Type)



Power Cord
(Europe Type)



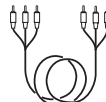
User's Manual
(this manual)



RGB Cable



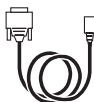
Video/Audio Cable
(with white lead)



Component Video Cable
(with green lead)



Safety Instructions



Mouse cable
(PS/2)



Batteries
for Remote Control
Transmitter

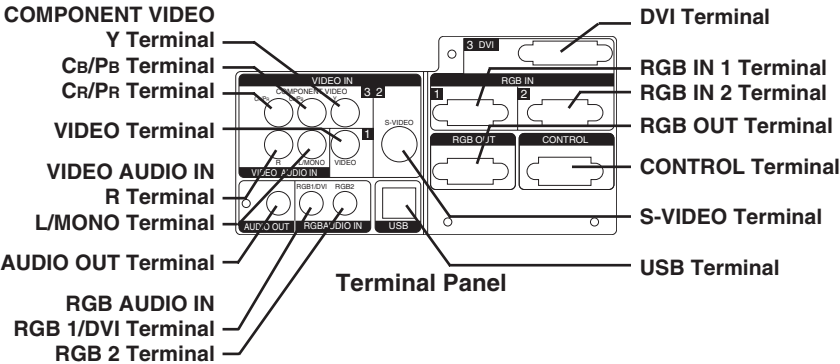
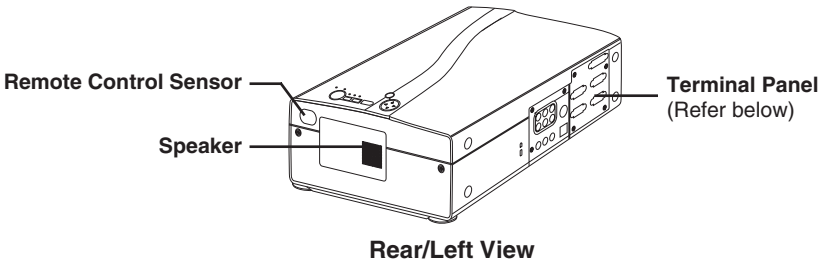
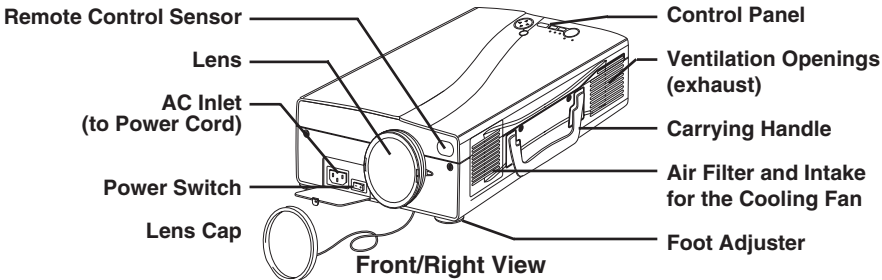
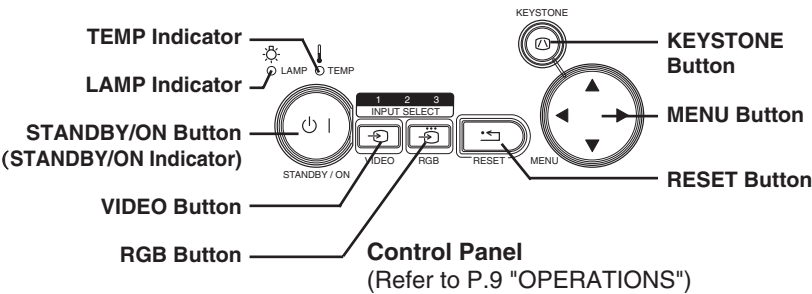


Remote Control
Transmitter

BEFORE USE (continued)

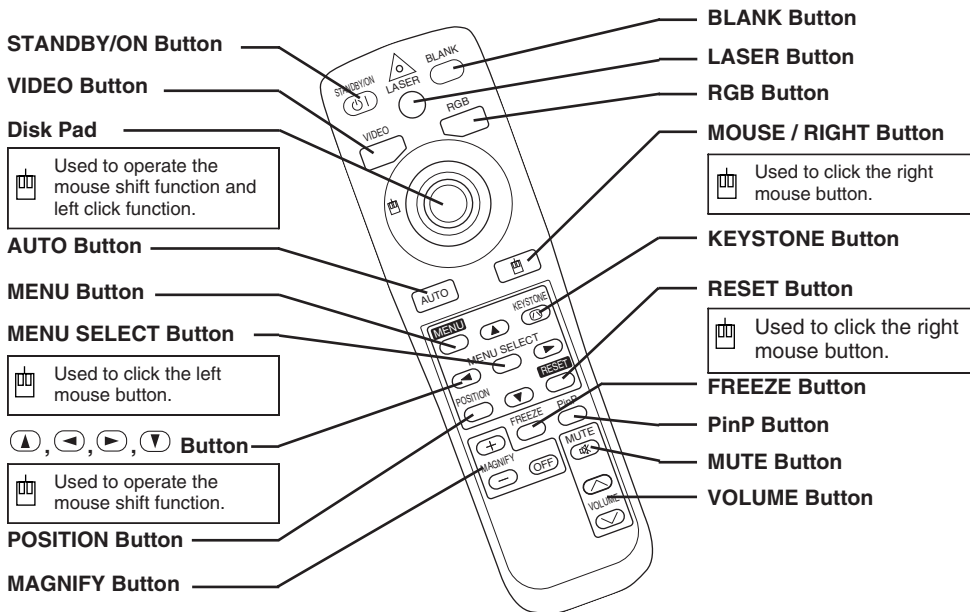
Part Names

ENGLISH



BEFORE USE (continued)

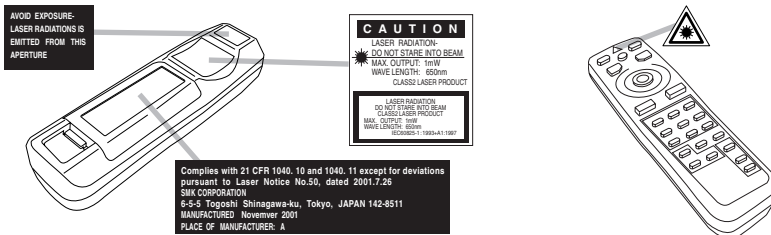
Part Names (continued)



REMOTE CONTROL TRANSMITTER (Refer to P.9 "OPERATIONS")

These functions work when the mouse control function is activated. Remember, the POSITION, BLANK ON and MENU ON functions disable the mouse control function.

WARNING • The laser pointer of the remote control transmitter is used in place of a finger or rod. Never look directly into the laser beam outlet or point the laser beam at other people. The laser beam can cause vision problems.



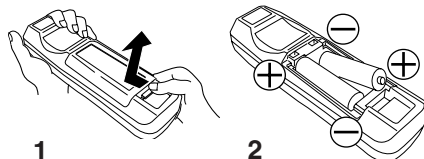
- NOTE** • Keep the remote control transmitter away from children and pets.
- Do not give the remote control transmitter any physical impact. Take care not to drop.
 - Do not place the heavy objects on the remote control transmitter.
 - Do not wet the remote control transmitter or place it on any wet object.
 - Do not place the remote control transmitter close to the cooling fan of the projector.
 - Do not disassemble the remote control transmitter.

BEFORE USE (continued)

Loading the Batteries

Install the AA batteries into the remote control transmitter.

1. Remove the battery cover.
Push the knob while lifting up the battery cover.
2. Load the batteries.
Make sure the plus and minus poles are correctly oriented.
3. Close the battery cover.



CAUTION • Use only the specified batteries with this remote control transmitter. Also, do not mix new and old batteries. This could cause battery cracking or leakage, which could result in fire or personal injury.

- When loading the batteries, make sure the plus and minus terminals are correctly oriented as indicated in the remote control transmitter. Incorrect orientation could cause battery cracking or leakage, which could result in personal injury or pollution of the surrounding environment.
- When you dispose the battery, you should obey the law in the relative area or country.
- Keep the battery away from children and pets.
- When not to be used for an extended period, remove the batteries from the remote control transmitter.

NOTE Replace the batteries when remote control transmitter operation becomes difficult.

INSTALLATION

Installation of the Projector and Screen

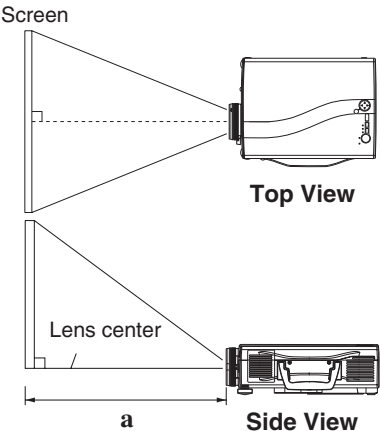
Refer to the drawing and table below for determining the screen size and projection distance.

The projection distances shown in the table below are for full size (1365 x 1024 dots).

a: Distance from the projector to the screen. ($\pm 10\%$)

Table 1. Installation Reference

| Screen size [inches (m)] | a [inches (m)] | |
|-----------------------------|----------------|------------|
| | Min. | Max. |
| 40 (1.0) | 65 (1.6) | 85 (2.2) |
| 60 (1.5) | 98 (2.5) | 127 (3.2) |
| 80 (2.0) | 131 (3.3) | 170 (4.3) |
| 100 (2.5) | 164 (4.2) | 213 (5.4) |
| 120 (3.0) | 196 (5.0) | 255 (6.5) |
| 150 (3.8) | 246 (6.2) | 319 (8.1) |
| 200 (5.0) | 328 (8.3) | 426 (10.8) |



CAUTION • Install the projector in a suitable environment according to instructions of the accompanying manual “SAFETY INSTRUCTIONS” and this manual.

• When you fix this unit with a metal tool and the like, you must connect it with ground wire; otherwise, fire or electric shock can result.

Connect the ground terminal of AC inlet of this unit with the ground terminal provided at the building using an optional three-core power-supply cord.

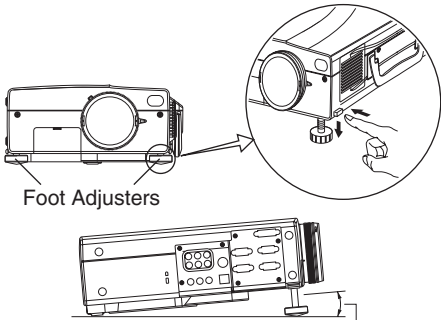
• Please basically use liquid crystal projector at the horizontal position. If you use liquid crystal projector by the lens up position, the lens down position and the side up position, this may cause the heat inside to build up and cause damage. Be especially careful not to install it with ventilation holes blocked.

• Do not install LCD projector in smoke effected environment. Smoke residue may buildup on critical parts (i.e.LCD panel, Lens Assy etc.).

Angle Adjustment

Use the foot adjusters on the bottom of the projector to adjust the projection angle. It is variable within 0° to 8° approximately.

1. Lift up the front side of the projector, and pressing the foot adjuster button, adjust the projection angle.
2. Release the button to lock at the desired angle.
3. Use the foot adjusters for fine adjustment, Do not force the foot adjuster screws. This could damage the adjusters or cause the lock to fail.



Variable within the range of approximately 0° - 8°

CAUTION • Do not release the foot adjuster button unless the projector is being held; otherwise, the projector could overturn or fingers could get caught and cause personal injury.

INSTALLATION (continued)

Cabling

Refer to the table below for connecting each terminal of the projector to a device.

Table 2. Cabling

| Function | Terminal | Cable |
|---------------------------------------|--|--|
| Analog RGB input | RGB IN 1 | RGB cable with D-sub 15-pin shrink jack and inch thread screws |
| | RGB IN 2 | |
| Analog RGB output | RGB OUT | |
| DVI input | DVI | DVI cable with inch thread screws |
| Audio input (from the computer) | RGB AUDIO IN [RGB 1 / DVI] (interlocked with RGB IN 1 or DVI) | Audio cable with stereo mini jack |
| | RGB AUDIO IN [RGB 2] (interlocked with RGB IN 2) | |
| PS/2 mouse control | CONTROL | PS/2 mouse cable |
| ADB mouse control | | ADB mouse cable |
| Serial mouse control | | Serial mouse cable |
| RS-232C communication | | RS-232C cable |
| USB mouse control | USB | USB cable |
| S-video input | S-VIDEO | S-video cable with mini DIN 4-pin jack |
| Video input | VIDEO | Video/Audio cable |
| Component video input | COMPONENT VIDEO [Y] | Component Video cable |
| | COMPONENT VIDEO [Cb/Pb] | |
| | COMPONENT VIDEO [Cr/Pr] | |
| Audio input (from video equipment) | AUDIO [L / MONO] | Video/Audio cable or Audio cable with RCA jack |
| | AUDIO [R] | |
| Audio output | AUDIO OUT | Audio cable with stereo mini jack |



CAUTION • Incorrect connecting could result in fire or electrical shock.

Please read this manual and the separate “SAFETY INSTRUCTIONS”.

- Before connecting, turn off to all devices to be connected, except for the USB cable.
- The cables may have to be used with the core set to the projector side. Use the cables which are included with the projector or specified.

NOTE

- Before connecting, read instruction manuals of the devices to be connected, and make sure that the projector is compatible with the device.
- Secure the screws on the connectors and tighten.
- For some RGB input modes, the optional Mac adapter is necessary.
- To select the DVI input, the computer may need some settings. See the manuals of the computer for details.
- Some computers may have multiple display screen modes. Use of some of these modes will not be possible with this projector.
- Refer to the “TECNICAL” section for the pin assignment of connectors and RS-232C communication data.
- When the DVI terminal is used, the RGB OUT terminal may not function.

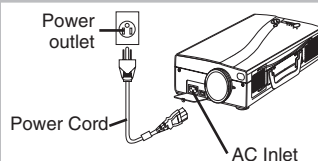
INSTALLATION (continued)

Power Connection

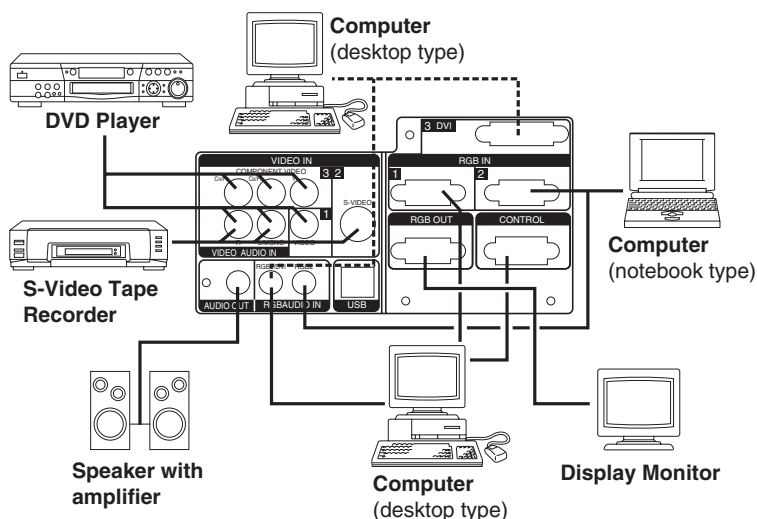
Use the correct power cord depending on the power outlet to be used.

Connect the AC inlet of the projector to the power outlet firmly by the power cord.

- CAUTION** • Be careful in handling the power cord according to instructions of the accompanying manual "SAFETY INSTRUCTIONS" and this manual.
- Connect the power cord firmly. Avoid using a loose, unsound outlet or failed contact.



Example of System Setup



NOTE • When connecting with a notebook computer, set the proper RGB external image output (setting CRT display or simultaneous display of LCD and CRT). Please read instruction manual of the notebook for more information.

Plug & Play

This projector is VESA DDC 1/2B compatible. Plug & play is possible by connecting to a computer that is VESA DDC (Display Data Channel) compatible.

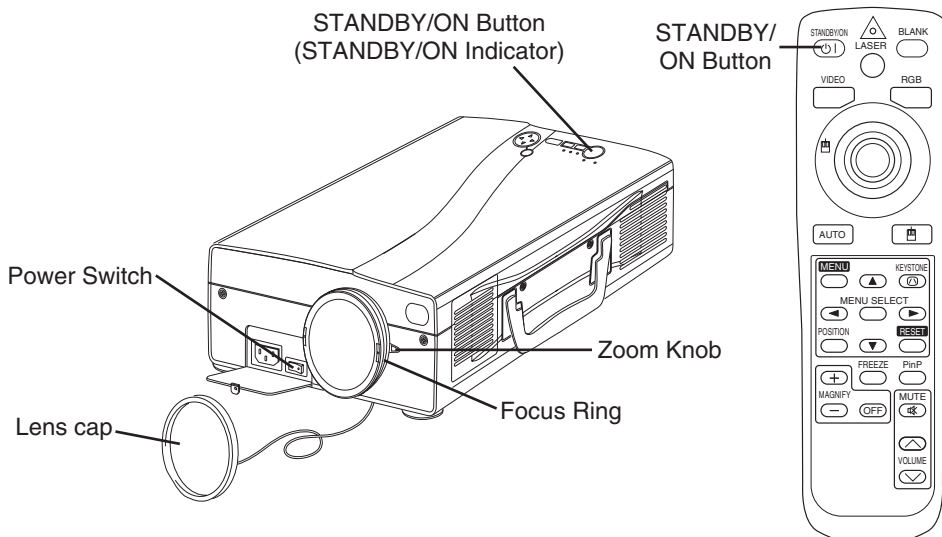
Please use this function by connecting the RGB cable with RGB IN 1 terminal (DDC 1/2B compatible), or by connecting a DVI cable with DVI terminal (DDC 2B compatible). Plug & play may not operate by other connections.

NOTE • Plug & play is a system configured with peripheral equipment including a computer, display and an operating system.

- This projector is recognized as a plug & play monitor. Use the standard display drivers.
- Plug & play may not operate by the computer to connect. Use the RGB IN 2 terminal if plug & play does not operate correctly.

OPERATIONS

ENGLISH



Power ON

1. Check that the power cord is connected correctly.
2. Set the power switch to [I]. The standby mode is selected, and the STANDBY/ON indicator is turned to orange.
3. Press the STANDBY/ON button (⏻) on the control panel or the remote control transmitter. Warm-up begins and the STANDBY/ON indicator blinks in green.
4. The STANDBY/ON indicator ceases blinking and turns to green when power is on. Remove the lens cap.
5. Adjust picture size using the Zoom Knob.
6. Adjust focus using the Focus Ring.

Power OFF

1. Press the STANDBY/ON button (⏻) on the control panel or the remote controller. Then, the message "Power off?" will appear on the screen, and the message will disappear by any operation or no operation for 5 seconds. During this message indication, press the STANDBY/ON (⏻) button again. The projector lamp is extinguished and lamp cooling begins. The STANDBY/ON indicator blinks orange during lamp cooling. Pressing the STANDBY/ON button (⏻) has no effect while the STANDBY/ON indicator is blinking.
2. The system assumes the Standby mode when cooling is complete, and the STANDBY/ON indicator ceases blinking and changes to orange. Check that the indicator is orange and set the Power switch to [O].
3. The STANDBY/ON indicator is extinguished when power is off. Attach the lens cap. Put the Lens cap to the lens properly. In order to do it, keep pushing two knobs on the lens cap, then fit it to the lens holding the cap in horizontal position.

WARNING • Please read this manual, and the separate "SAFETY INSTRUCTIONS" thoroughly before using the equipment. Always ensure that the equipment is used safely.

NOTE • Except in emergencies, follow the above-mentioned procedure for turning power off. If the projector is used improperly, it may very difficult to turn off the projector caused by heating inside the unit. And the reduction of life time of lamp and LCD panels will be caused by incorrect procedure.

• To prevent any trouble, turn on/off the projector when the computer or video tape recorder is OFF. Providing a RS-232C cable is connected, turn on the computer before the projector.

• When a projector continues projecting the same image, the image may remain as an afterimage. Please do not project the image same for a long time.

OPERATIONS (continued)

Basic Operation

The basic operations shown in Table 3 is performed from the supplied remote control transmitter or the projector control panel. Items indicated by (*) may be used from the control panel.

Table 3 . Basic Operation

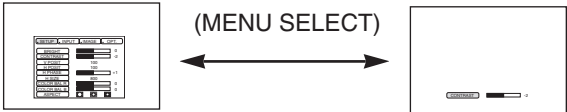
| Item | Description |
|------------------|---|
| INPUT SELECT (*) | <p>Select RGB Input : Press the RGB button. VIDEO/S-VIDEO/COMPONENT VIDEO → RGB IN 1/RGB IN 2/DVI RGB IN 1 → RGB IN 2 → DVI (→ RGB IN 1)</p> <p>Select Video Input : Press the VIDEO button. RGB IN 1/RGB IN 2/DVI → VIDEO/S-VIDEO/COMPONENT VIDEO VIDEO → S-VIDEO → COMPONENT VIDEO (→ VIDEO)</p> <ul style="list-style-type: none"> • The selected signal name is displayed for approximately 3 seconds when the input signal is changed. |
| POSITION | <p>Set/Clear Position Adjustment Mode : Press the POSITION button. The [] icon is displayed in the POSITION mode.</p> <p>Image Position Adjustment: Press the ◀, ▶, ▲ and ▼ buttons in the POSITION mode.</p> <ul style="list-style-type: none"> • Valid only in the MAGNIFY mode with a video signal is input. • After approximately 10 seconds of inactivity the [] icon is extinguished and the POSITION mode is cleared automatically. • ◀, ▶, ▲ and ▼ buttons may operate as the mouse control button. Refer to page 4. |
| RESET (*) | <p>Initialize Each Item : Select an item and press the RESET button.</p> <p>Initialize Position Adjustment : Press the RESET button and the POSITION mode. This function is valid only when RGB signal is input.</p> <ul style="list-style-type: none"> • Valid except for the VOLUME, LANGUAGE, WHISPER and H PHASE. • The RESET button may operate as the mouse control button. Refer to page 4. |
| MAGNIFY | <p>Set MAGNIFY Mode : Press the MAGNIFY ⊕ button.</p> <p>Move Magnified Area : Run the POSITION in the MAGNIFY mode.</p> <p>Adjust Magnification : Press the MAGNIFY ⊕ / ⊖ button in MAGNIFY mode.</p> <p>Clear MAGNIFY Mode : Press the MAGNIFY ⊖ button.</p> <ul style="list-style-type: none"> • The MAGNIFY mode is cleared by running or setting the AUTO, ASPECT, INPUT SELECT or VIDEO, or by changing the input signal. |
| FREEZE | <p>Set/Clear FREEZE Mode : Press the FREEZE button. The [] icon is displayed, and the image is frozen, in the FREEZE mode.</p> <ul style="list-style-type: none"> • The FREEZE mode is cleared by running or setting POSITION, VOLUME, MUTE, Automatic Adjustment, BLANK ON/OFF, or MENU ON/OFF, KEYSTONE, or by changing the input signal. • Do not forget to clear frozen static images. |

NOTE • Use the remote control transmitter at a distance of approximately 5m from the sensor on the front of the projector, and within a range of 30° left-right. Strong light and obstacles will interfere with operation of the remote control transmitter.

OPERATIONS (continued)

Items indicated by (*) may be used from the control panel.

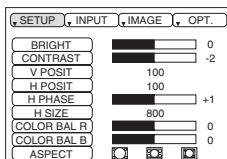
Table 3. Basic Operation (continued)

| Item | Description |
|--------------|--|
| VOLUME | Volume Adjustment : Press the VOLUME \odot / \oslash button. |
| MUTE | Set/Clear Mute Mode : Press the MUTE button. No sound is heard in the MUTE mode. |
| AUTO | <p>Automatic Adjustment at RGB Input : Press the AUTO button. Horizontal position(H.POSIT), vertical position (V.POSIT),clock phase (H.PHASE), and horizontal size(H.SIZE) are automatically adjusted. Use with the window at maximum size in the application display.</p> <p>Automatic Adjustment at Video Input : Press the AUTO button. A signal type appropriate for the input signal is selected automatically. Valid only when AUTO is set for VIDEO on the menu.</p> <ul style="list-style-type: none"> • This operation requires approximately 10 seconds. It may not function correctly with some input signals. |
| BLANK ON/OFF | Set/Clear Blank Mode: Press the BLANK button. No image is displayed in the Blank mode. The screen color is as set in BLANK on the Image menu. |
| MENU ON/OFF | <p>Menu Display Start/Stop: Press the MENU button.</p> <ul style="list-style-type: none"> • The menu display is terminated automatically after approximately 10 seconds of inactivity. |
| MENU SELECT | <p>Select Menu Type: Press the MENU SELECT button. Allows the user to select the normal menu or the single menu. Only the selected item is displayed on the single menu, and other items are displayed with the \blacktriangle and \blacktriangledown buttons as with the normal menu.</p> <ul style="list-style-type: none"> • Valid only when the Setup menu is used. Push the MENU SELECT button after selecting items such as "BRIGHTNESS". • The MENU SELECT button may operate as the mouse control button. Refer to page 4. <div style="text-align: center;"> <p>Normal menu Single menu</p>  </div> |
| P.IN P. MODE | <p>Select Mode of P.IN P. Display : Press the PinP button.</p> <p>Small \rightarrow Large \rightarrow P.IN P. off (\rightarrow Small)</p> <ul style="list-style-type: none"> • P.IN P. function superimposes a video image over RGB or DVI signals. |
| KEYSTONE | <p>Set / Clear KEYSTONE Mode : Press the KEYSTONE \oslash button.</p> <p>Select KEYSTONE Mode : Press the \blacktriangle / \blacktriangledown button in the KEYSTONE mode. Vertical \blacktriangle \leftrightarrow \blacktriangledown Horizontal</p> <p>Adjust KEYSTONE : Press the \odot / \oslash button.</p> <ul style="list-style-type: none"> • The image may not be appeared properly when this function is activated on some input signals. • The adjustable range of distortion correction will be different among input signals. |

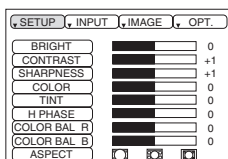
OPERATIONS (continued)

Setup Menu

The following adjustments and settings are possible when SETUP is selected at the top of the menu. Part of the Setup menu differs between RGB input and video input. Select an item with the **▲** and **▼** buttons, and start operation. Use the Single menu to reduce menu size (see Table 3, MENU SELECT).



RGB IN 1
RGB IN 2
DVI



VIDEO
S-VIDEO
COMPONENT VIDEO

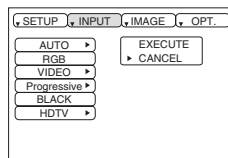
Table 4. Setup Menu

| Item | Description | RGB IN 1 RGB IN 2 | DVI | VIDEO S-VIDEO COMPONENT |
|-------------|--|----------------------|-----|-------------------------------|
| BRIGHT | Adjustment: Dark ◀ ↔ Light ▶ | ✓ | ✓ | ✓ |
| CONTRAST | Adjustment: Weak ◀ ↔ Strong ▶ | ✓ | ✓ | ✓ |
| V POSIT | Adjustment: Down ◀ ↔ Up ▶ | ✓ | - | - |
| H POSIT | Adjustment: Left ◀ ↔ Right ▶ | ✓ | - | - |
| H PHASE | Adjustment: Left ◀ ↔ Right ▶ • Adjust to eliminate flicker. | ✓ | - | ✓ |
| H SIZE | Adjustment: Small ◀ ↔ Large ▶ • The image may not be displayed correctly if the horizontal size is excessive. In such cases, press the RESET button, and initialize the horizontal size. | ✓ | - | - |
| SHARPNESS | Adjustment: Soft ◀ ↔ Clear ▶ | - | - | ✓ |
| COLOR | Adjustment: Light ◀ ↔ Dark ▶ | - | - | ✓ |
| TINT | Adjustment: Red ◀ ↔ Green ▶ • Valid only when NTSC or NTSC 4.43 signal is received. | - | - | ✓ |
| COLOR BAL R | Adjustment: Light ◀ ↔ Dark ▶ | ✓ | ✓ | ✓ |
| COLOR BAL B | Adjustment: Light ◀ ↔ Dark ▶ | ✓ | ✓ | ✓ |
| ASPECT | Select Image Aspect Ratio : Full [] ◀ ↔ ▶ 16:9 [] ◀ ↔ ▶ Real [] Select Position of Image: Press the ▼ button while 16:9 [] is selected. Center → ▼ Down → ▼ Up (→ Center ▼) | ✓ | ✓ | - |
| | Select Image Aspect Ratio: 4:3 [] ◀ ↔ ▶ 16:9 [] ◀ ↔ ▶ 4:3 small [] Select Position of Image : Press the ▼ button while 16:9 [] / 4:3 small [] is selected. Center → ▼ Down → ▼ Up (→ Center ▼) • 4:3 small may not be displayed correctly with some input signals. | - | - | ✓ |

OPERATIONS (continued)

Input Menu

The following functions are available when INPUT is selected on the menu. Select an item with the **▲** and **▼** buttons, and start or stop operation with the **▶** and **◀** buttons. The function indicated (**) are effective on video input mode only, not on RGB input mode, except in the P.IN P. window on RGB input mode.



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Table 5. Input Menu

| Item | Description |
|------------------|--|
| AUTO | <p>Automatic Adjustment at RGB Input: Select the EXECUTE with the ▲ button. Horizontal position (H.POSIT), vertical position (V.POSIT), clock phase (H.PHASE), and horizontal size (H.SIZE) are automatically adjusted. Use with the window at maximum size in the application display.</p> <p>Automatic Adjustment at Video Input: Select the EXECUTE with the ▲ button. A signal type appropriate for the input signal is selected automatically when EXECUTE is selected automatically. Valid only when AUTO is set for VIDEO on the menu.</p> <ul style="list-style-type: none"> • This operation requires approximately 10 seconds. It may not function correctly with some input signals. Pressing the AUTO button in this case may correct this problem. • This function is the same as for the AUTO function in Basic operation. |
| RGB | <p>Displays RGB Input Frequency: Displays the horizontal and vertical sync signal frequencies for RGB input.</p> <ul style="list-style-type: none"> • Valid only at RGB input. |
| VIDEO (**) | <p>Select Video Signal Type: Select the signal type with the ▲ and ▼ buttons. Select NTSC, PAL, SECAM, NTSC4.43, M-PAL, or N-PAL as appropriate for the input signal. The selection of AUTO enables and executes the function AUTO (Automatic Adjustment at Video Input), except for the N-PAL input.</p> <ul style="list-style-type: none"> • Use this function when the image becomes unstable (eg. the image becomes irregular, or lacks color) at VIDEO/S-VIDEO input. • Automatic Adjustment requires approximately 10 seconds. It may not function correctly with some input signals. Pressing the AUTO button in this case may correct this problem except for the N-PAL input. • For the COMPONENT VIDEO input, this function is not effective and the signal type is distinguished automatically. Refer to the item HDTV of the OPT. Menu for the signal of HDTV. |
| BLACK (**) | <p>Set/Clear Black Enhancement Mode: Select the TURN ON / TURN OFF with the ▲ / ▼ button. When the TURN ON is selected, the black enhancement mode is active and the contrast ratio of the screen for the video input will be raised by making black level darker.</p> |
| Progressive (**) | <p>Select Progressive Mode: Select the mode suitable for the input signal with the ▲ and ▼ buttons. The TV mode and the FILM mode convert the interlaced video signal into the progressive signal. The FILM mode is adaptable 2-3 Pull-Down system to the conversion.</p> <ul style="list-style-type: none"> • Use this function to raise resolution, at the interlaced video input except HDTV signal. |
| HDTV | <p>Select HDTV mode: Select the 1035i mode or 1080i mode suitable for the input signal with the ▲ / ▼ button.</p> |

OPERATIONS (continued)

Image Menu

The following adjustments and settings are available when IMAGE is selected on the menu. Select an item with the **▲** and **▼** buttons, and start or stop operation with the **▶** and **◀** buttons.

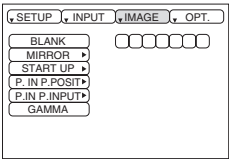



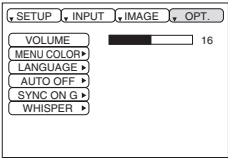
Table 6. Image Menu

| Item | Description |
|----------------|--|
| BLANK | Select Blank Screen Color: Select color with the ◀ and ▶ buttons. <ul style="list-style-type: none">• The image is cleared and the entire screen is displayed in the selected color, when BLANK mode is set with BLANK ON, or when there is no signal for 5 minutes. |
| MIRROR | Select Mirror Status: Select mirror status with ▲ and ▼ buttons. |
| START UP | Setup Initial Screen Display: Select TURN ON with the ▲ button. Clear Initial Screen Display: Select TURN OFF with the ▼ button. <ul style="list-style-type: none">• Note that if TURN OFF is selected the blank screen is displayed in blue when there is no signal. |
| P. IN P. POSIT | Select Position of P. in P. Display : Press the ▲ or ▼ button.  <ul style="list-style-type: none">• P.IN P. function superimposes a video image over RGB or DVI signals. |
| P. IN P. INPUT | Select signal of P. in P. Display : Press the ▲ or ▼ button. VIDEO ▲ ↔ ▼ S-VVIDEO ▲ ↔ ▼ COMPONENT |
| GAMMA | Select Gamma mode: Select the gamma mode with the ▲ / ▼ button. NORMAL ▲ ↔ ▼ CINEMA ▲ ↔ ▼ DYNAMIC |

OPERATIONS (continued)

Options Menu

The following adjustments and settings are available when OPT. is selected on the menu. Select an item with the **▲** and **▼** buttons, and start or stop operation with the **▶** and **◀** buttons. The function indicated (**) are effective on video input mode only, not on RGB input mode, except in the P.IN P. window on RGB input mode.



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Table 7. Options Menu

| Item | Description |
|------------|--|
| VOLUME | Volume Adjustment: Reduce VOLUME ◀ ↔ Increase VOLUME ▶ |
| MENU COLOR | Select Menu Background Color: Select with the ▶ and ◀ buttons. |
| LANGUAGE | Select Menu Display Language: Select with the ▲ and ▼ buttons. |
| AUTO OFF | Set AUTO OFF: Set 1~99 minutes with the ▲ and ▼ buttons. The system automatically enters the standby mode when a signal is not received for the set time. Clear AUTO OFF: Select STOP (0 min.) with the ▼ button. When STOP is selected the system does not enter the standby mode even if no signal is received. |
| SYNC ON G | SYNC ON G Valid: Select TURN ON with the ▲ button. SYNC ON G Invalid: Select TURN OFF with the ▼ button. • May not be displayed correctly with some input signals when SYNC ON G is valid. In such cases, remove the signal connector so that no signal is received, set SYNC ON G to invalid, and reconnect the signal. |
| WHISPER | Set / Crear WHISPER Mode: Press the ▲ and ▼ button. When the WHISPER is selected, the WHISPER mode is active. In the WHISPER mode, acoustic moise level from the unit is reduced, and brightness level on screen is a little lower. |

OPERATIONS (continued)

No Signal Menu

The same adjustments and settings are available with the Image and Options menus when the MENU button is pressed during display of the “NO INPUT IS DETECTED ON ***” or “SYNC IS OUT OF RANGE ON ***” message while no signal is received.

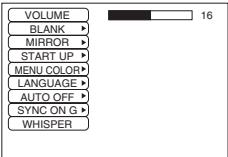


Table 8. No Signal Menu

| Item | Description |
|------------|---|
| VOLUME | Volume Adjustment: Reduce VOLUME ◀ ↔ Increase VOLUME ▶ • When this function is used, audio input is automatically switched to video. The audio input can be switched by moving the DISK PAD left and right during the display of the volume adjustment bar. The volume adjustment bar is displayed by pressing VOLUME ▶ or VOLUME ◀ button. |
| BLANK | Select Blank Screen Color: Select the color with the ◀ and ▶ buttons. • The image is cleared and the entire screen is displayed in the selected color, when BLANK mode is set with BLANK ON, or when there is no signal for 5 minutes. |
| MIRROR | Operation Start/Stop: Press the ▶ or ◀ button. Select Mirror Status: Select the mirror status with the ▲ and ▼ buttons. |
| START UP | Operation Start/Stop: Press the ▶ or ◀ button. Setup Initial Screen Display: Select the TURN ON with the ▲ button. Clear Initial Screen Display: Select the TURN OFF with the ▼ button. • Note that if TURN OFF is selected the blank screen is displayed in blue when there is no signal. |
| MENU COLOR | Select Menu Background Color: Select the color with the ▶ and ◀ buttons. |
| LANGUAGE | Operation Start/Stop: Press the ▶ or ◀ button. Select Menu Display Language: Select the language with the ▲ and ▼ buttons. |
| AUTO OFF | Operation start/stop: Press the ▶ or ◀ button. Set AUTO OFF: Set 1~99 minutes with the ▲ and ▼ buttons. The system automatically enters the standby mode when a signal is not received for the set time. Clear AUTO OFF: Select the STOP (0 min.) with the ▼ button. When the STOP is selected the system does not enter the standby mode even if no signal is received. |
| SYNC ON G | Operation Start/Stop: Press the ▶ or ◀ button. SYNC ON G Valid: Select the TURN ON with the ▲ button. SYNC ON G Invalid: Select the TURN OFF with the ▼ button. • May not be displayed correctly with some input signals when the SYNC ON G is valid. In such cases, remove the signal connector so that no signal is received, set the SYNC ON G to invalid, and reconnect the signal. |
| WHISPER | Operation Start/Stop: Press the ▶ or ◀ button. Set / Crear WHISPER Mode: Press the ▲ and ▼ button. When the WHISPER is selected, the WHISPER mode is active. In the WHISPER mode, acoustic moise level from the unit is reduced, and brightness level on screen is a little lower. |

MAINTENANCE

Lamp

ENGLISH



**HIGH VOLTAGE
HIGH TEMPERATURE
HIGH PRESSURE**

Contact your dealer before replacing the lamp.

For the optional lamp, see the item “Optional Parts” of the Table 12.

Before replacing the lamp, switch power OFF, remove the power cord from the power outlet, and wait approximately 45 minutes until the lamp has cooled. The lamp may explode if handled at high temperatures.



WARNING A mercury lamp used in this LCD projector is made of glass and has high internal pressure. The mercury lamp can burst with a big noise due to deterioration resulting from a shock, crack and passage of time, and can end its service life in unlit condition. Lamps also have a considerably different service life and can sometimes end up in burst or turn to unlit condition soon after use. Furthermore, when the lamp is blown up, glass fragments can get scattered around the lamp house and some gas containing mercury inside the lamp can leak out of the projector's air vent.

- Handle the lamp with utmost care as it can burst during use if subjected to a shock or impact or if scratched or cracked.
- Probability for the burst will increase if the lamp is used for extended period of time or used exceeding the period of replacement. You are advised to follow instructions for lamp replacement as soon as they are given (Refer to Table 9 of Page 20, Table 10 of Page 21). Avoid any reuse of an old lamp (used lamp) since such reuse can result in burst.
- In case the lamp gets blown up in a short period of time after use, some electrical failures or troubles other than the lamp itself may be suspected as causes. Under such circumstances, consult the store where you purchased it or a service company.
- Should the lamp burst (accompanied by a big bursting noise), perform ventilation sufficiently, and exercise maximum caution not to inhale any gas out of the projector's air vent or not to let it enter your eyes or mouth.
- Should the lamp burst (accompanied by a big bursting noise), make absolutely sure to unplug the power cord from the outlet and ask the store where you bought the lamp for immediate replacement. You should not engage in cleanup or replacement of the lamp by yourself since scattered glass fragments can damage the inside of projector or can result in personal injury when you handle it.
- When you dispose of any used lamps, be sure to observe and follow local ordinances and regulations of the area or district where they are subjected to disposal. Generally speaking, the lamps are treated similarly as glasses and bottles in most cases, but there are areas or districts where lamps are classified as a separate collection, and so be sure to use caution.
- Never use the lamp in a state where the lamp cover is removed.

Lamp Life

Projector lamps have a finite life. The image will become darker, and hues will become weaker, after a lamp has been used for a long period of time.

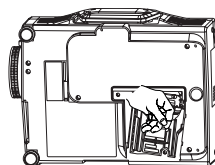
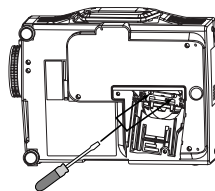
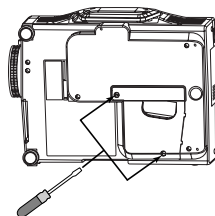
Replace the lamp if the LAMP indicator is red, or the CHANGE THE LAMP message appears when the projector is switched ON. See Table 9 of P.20 and Table 10 of P.21.

NOTE • The LAMP indicator is also red when the lamp unit reaches high temperature. Before replacing the lamp, switch power OFF, wait approximately 20 minutes, and switch power ON again. If the LAMP indicator is still red, replace the lamp.

MAINTENANCE (continued)

Replacing the Lamp

1. Switch the projector OFF, remove the power cord from the power outlet, and wait at least 45 minutes for the unit to cool.
2. Prepare a new lamp.
3. Check that the projector has cooled sufficiently, and gently turn it upside down.
4. Loosen the two screws as shown in the diagram, and remove the lamp cover.
5. Loosen the two screws, and gently remove the lamp while holding the grips. Touching the inside of the lamp case may result in uneven coloring.
6. Install the new lamp and tighten the two screws firmly. Also steadily push the opposite side of the screwed lamp into the unit.
7. Replace the lamp cover in position and tighten the screw firmly.
8. Gently turn the projector right-side up.




CAUTION • Ensure that screws are tightened properly. Screws not tightened fully may result in injury or accidents.

• Do not use the projector with the lamp cover removed.

Resetting the Lamp Timer

Reset the lamp timer after replacing the lamp. When the lamp has been replaced after the LAMP indicator is red, or the CHANGE THE LAMP message is displayed, complete the following operation within ten minutes of switching power ON. The power will be turned off automatically in over 10 minutes.

1. Switch power ON, and press the RESET button, for approximately three seconds. The 'LAMP xxxx hr' message will appear on the lamp timer on the bottom of the screen.
2. Press the MENU button on the remote control transmitter, or the RESET button on the control panel, while the lamp timer is displayed. The 'LAMP xxxx □ → 0 ■ CANCEL' message will then appear.
3. Press the  and select 0, and wait until the timer display is cleared.

NOTE • Do not reset the lamp timer without replacing the lamp. Reset the lamp timer always when replacing the lamp. The message functions will not operate properly if the lamp timer is not reset correctly.

• An air filter is attached to the optional lamp. Replace the filter after replacing the lamp.

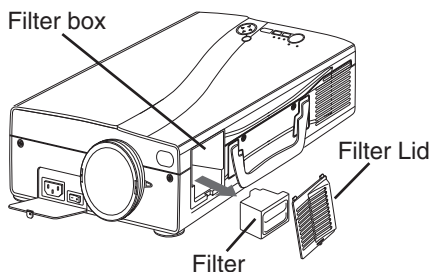
MAINTENANCE (continued)

Air Filter

Replacing the Air Filter

Replace the air filter if contamination cannot be removed, or if it is damaged.

1. Remove the filter lid.
2. Pull and remove the old filter from the filter box.
3. Insert the new filter to the filter box. Push left and right edges of the filter with fingers in order to fit the filter to the box properly. Check that there is no gap between the filter and plastics at top, left and right side edge of the filter.
4. Set the filter lid.



Cleaning the air Filter

The air filter should be cleaned as described below at intervals of approximately 300 hours.

1. Switch the projector power supply OFF, and remove the power cord from the power outlet.
2. Clean the air filter with a vacuum cleaner.



CAUTION • Switch power OFF and remove the power cord from the power outlet before beginning maintenance work. Please read the separate “SAFETY INSTRUCTIONS” thoroughly to ensure that maintenance is performed correctly.

- Replace the air filter if contamination cannot be removed, or if it is damaged. Contact your dealer in such case. For the optional air filter, see the item “Optional Parts” of the Table 12.
- Do not use the equipment with the air filter removed.
- When the air filter is clogged with dust etc. the power supply is switched OFF automatically to prevent the temperature rising inside the projector.

Other Maintenance

Maintenance Inside the Equipment

For safety reasons, ensure that the equipment is cleaned and checked by the dealer once every two years. Maintaining the equipment by yourself is dangerous.

Cleaning the Lens

Gently wipe the lens with lens cleaning paper. Do not touch the lens with your hands.

Cleaning the Cabinet and Remote control transmitter

Gently wipe with a soft cloth. If dirt and stains etc. are not easily removed, use a soft cloth dampened with water, or water and a neutral detergent, and wipe dry with a soft, dry cloth.



CAUTION • Switch power OFF and remove the power cord from the power outlet before beginning maintenance work. Please read the separate “SAFETY INSTRUCTIONS” thoroughly to ensure that maintenance is performed correctly.

- Do not use detergents or chemicals other than those noted above (e.g. benzene or thinners).
- Do not use cleaning sprays.
- Do not rub with hard materials, or tap the equipment.

NOTE • When this projector is brought into a warm room from a cold outdoor, condensation can take place on the projection lens and mirror inside, blurring the screen and reducing your eyesight, but do not worry. The condensation will disappear and the screen will return to a normal condition no sooner than the projector acclimates to the surrounding temperature.

TROUBLESHOOTING

OSD Message

The messages as described below may appear on the screen at power ON. Take the appropriate measures when such a message appears.

Table 9. OSD Message

| Message | Contents |
|--|--|
| CHANGE THE LAMP AFTER REPLACING LAMP, RESET THE LAMP TIME. *1) | The message shown at left appears after the lamp has been used for more than 1300 hours. The lamp is approaching the end of its life. Power is switched OFF automatically when the lamp reaches the end of its life. Prepare a new lamp for installation. Always reset the lamp timer after replacing the lamp. |
| CHANGE THE LAMP AFTER REPLACING LAMP, RESET THE LAMP TIME. THE POWER WILL TURN OFF AFTER ** hr. *1) | The lamp will reach the end of its life in ** hours. Power will be switched OFF automatically in ** hours. Replace the lamp as shown in P.17~18 "Lamp". Always reset the lamp timer after replacing the lamp. |
| CHANGE THE LAMP AFTER REPLACING LAMP, RESET THE LAMP TIME. THE POWER WILL TURN OFF AFTER 0 hr. | The lamp has reached the end of its life. Power will be switched OFF in a few minutes. Switch power OFF immediately and replace the lamp as shown in P.17~18 "Lamp". Always reset the lamp timer after replacing the lamp. |
| NO INPUT IS DETECTED ON *** | No input signal found. Check signal input connections and signal sources. |
| SYNC IS OUT OF RANGE ON *** | The horizontal or vertical frequency of the input signal is not within the specified range. Check the specifications of the equipment and the signal source. |
| CHECK THE AIR FLOW | The internal temperature has risen. Switch power OFF, and wait 20 minutes until the equipment cools. Check the following and Switch power ON again. * Are the ventilation openings blocked. * Is the air filter dirty. * Is the ambient temperature in excess of 35°C. |

NOTE *1) This message is cleared automatically after approximately three minutes, and appears every time power is switched ON.

TROUBLESHOOTING (continued)

Indicators Message

The POWER indicator, LAMP indicator, and TEMP indicator are lit and blank as follows. Take the appropriate measures.

Table 10. Indicators Message

| STANDBY/ON indicator | LAMP indicator | TEMP indicator | Contents |
|----------------------|----------------|----------------|---|
| Lights orange | Turns off | Turns off | The Standby mode has been set. |
| Blinks green | Turns off | Turns off | Warming up. Please wait. |
| Lights green | Turns off | Turns off | ON. Normal operation possible. |
| Blinks orange | Turns off | Turns off | Cooling. Please wait. |
| Lights red | Lights red | Turns off | Lamp is not lit. The interior of the equipment may be too hot. Switch power OFF, wait 20 minutes until the equipment cools, and check whether the ventilation openings are blocked, whether the air filter is dirty, or whether the ambient temperature exceeds 35 °C. And switch power ON again. Replace the lamp if the same problem occurs. |
| Lights red | Blinks red | Turns off | Lamp or lamp cover is not found, or hasn't been fitted in correctly. Switch power OFF, and wait for 45 minutes until the equipment cools. Check fitting of the lamp and lamp cover, and switch power ON again. Contact your dealer if the same problem occurs again. |
| Lights red | Turns off | Blinks red | The cooling fan is not operating. Switch power OFF, and wait for 20 minutes until the equipment cools. Check for foreign matters in the fan, and switch power ON again. Contact your dealer if the same problem occurs again. |




NOTE *1) When the internal temperature becomes excessive power is switched OFF automatically for safety reasons, and the indicator is extinguished. Set the power switch to [O] and wait for 20 minutes until the equipment has cooled sufficiently.

TROUBLESHOOTING (continued)

Symptom

Before requesting repair, check in accordance with the following chart. If the situation cannot be corrected, then contact your dealer.

Table 11. Symptom

| Symptom | Possible cause | Remedy | Page |
|---|--|--|-------|
| The power is not turned on. | The main power switch is not turned on. | Turn on the main power switch. | 8,9 |
| | The power cord is disconnected. | Plug the power cord into an AC power outlet. | |
| | The main power was disconnected during operation by the power failure and so on. | Turn off the projector with the main power switch (set the power switch to [O]), and wait for about 20 minutes. When the equipment has cooled enough, turn power on. | 9 |
| No video or audio. | The input is not correctly set. | Use the projector or remote control transmitter to set. | 10 |
| | No signal input. | Connect correctly. | 7,8 |
| Video is present but no audio. | The projector is not correctly connected. | Connect correctly. | 7,8 |
| | The volume is set to minimum. | Press VOLUME  on the remote control or display the menu screen and adjust the volume. | 11,15 |
| | Mute is turned on. | Press the MUTE  button. | 11 |
| Audio is present but no video. | The projector is not correctly connected. | Connect correctly. | 7,8 |
| | The brightness adjustment knob is rotated fully clockwise. | Select BRIGHT with the MENU button and the press the  button. | 12 |
| | The lens cap is still attached. | Remove the lens cap. | 9 |
| Colors are pale and color matching is poor. | Color density and color matching are not correctly adjusted. | Adjust the video. | 12 |
| Images are dark. | Brightness and contrast are not correctly adjusted. | Adjust the video. | 12 |
| | The lamp is nearing the end of its service life. | Replace with a new lamp. | 17 |
| | WHISPER mode is set. | Clear WHISPER mode. | 15 |
| Video is blurred. | Focus or H PHASE is out of adjustment. | Adjust the focus or H PHASE. | 9,12 |

SPECIFICATIONS

Table 12. Specifications

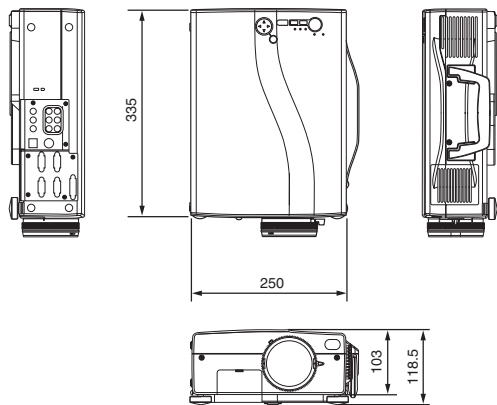
| Item | | | Specification |
|----------------------|-----------------|--------|---|
| Product name | | | Liquid crystal projector |
| Liquid crystal panel | Panel size | | 2.3 cm (0.9 type) |
| | Drive system | | TFT active matrix |
| | Pixels | | 1,397,760 pixels (1365 horizontal x 1024 vertical) |
| Lens | | | Zoom lens F=2.7 ~ 3.1 f=38.0 ~ 49.0 mm |
| Lamp | | | 220 W UHB |
| Speaker | | | 1W |
| Power supply | | | AC100 ~ 120V, 4.0A / AC220 ~ 240V, 1.8A |
| Power consumption | | | 360W |
| Temperature range | | | 0 ~ 35°C (Operating) |
| Size | | | 250 (W) x 103 (H) x 335 (D) mm |
| Weight (mass) | | | 5.6 kg |
| RGB signal input | RGB IN | 1 | Video: Analog 0.7Vp-p, 75Ω terminator (positive) H/V. sync.: TTL level (positive/negative) |
| | | 2 | Composite sync.: TTL level D-sub 15-pin shrink jack |
| | DVI | | TMDS, DC: 150~1200 mV / AC: 1.56 Vp-p TTL Level (Positive/Negative) |
| | AUDIO IN | RGB1 | 200mVrms, 20 kΩ (max. 3.0Vp-p) Stereo mini jack |
| | | DVI | |
| RGB2 | | | |
| Video signal input | VIDEO | | 1.0Vp-p, 75Ω terminator RCA jack |
| | S-VIDEO | | Brightness signal: 1.0Vp-p, 75Ω terminator Color signal: 0.286Vp-p (burst signal), 75Ω terminator Mini DIN 4-pin jack |
| | COMPONENT VIDEO | Y | 1.0 Vp-p, 75 Ω Terminator (Positive) |
| | | Cb/Pb | 0.7 Vp-p, 75 Ω Terminator (Positive) |
| | | Cr/Pr | 0.7 Vp-p, 75 Ω Terminator (Positive) |
| | AUDIO | L/MONO | 200mVrms, 20 kΩ (max. 3.0Vp-p) RCA jack |
| | | R | |
| Signal output | RGB OUT | | Video: Analog 0.7Vp-p, 75Ω output impedance (positive) H/V. sync.: TTL level (positive/negative) Composite sync.: TTL level D-sub 15-pin shrink jack |
| | AUDIO OUT | | 200mVrms, output impedance 1 kΩ (max. 3.0Vp-p) Stereo mini jack |
| Control functions | CONTROL | | D-sub 15-pin shrink plug |
| | USB | | USB jack (B type) |
| Optional Parts | | | Lamp: DT00421 Air Filter: MN04291 * For others, consult your dealer. |

NOTE • This specifications are subject to change without notice.

WARRANTY AND AFTER-SERVICE

If a problem occurs with the equipment, first refer to the P.20 “TROUBLESHOOTING” section and run through the suggested checks. If this does not resolve the problem contact your dealer or service company. They will tell you what warranty condition is applied.

Dimension Diagram

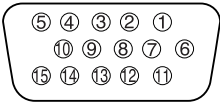


Unit : mm

Signal Connector Pin Assignment

1. D-sub 15-pin Shrink Connector (RGB IN 1/RGB IN 2/RGB OUT)

| Pin No | Signal | Pin No | Signal | Pin No | Signal |
|--------|-------------------|--------|---------------------------|--------|--------------------|
| 1 | Video input Red | 9 | - | 15 | RGB IN 1: SCL(DDC) |
| 2 | Video input Green | 10 | Ground | | RGB IN 2: - |
| 3 | Video input Blue | 11 | - | | RGB OUT: - |
| 4 | - | 12 | RGB IN 1: SDA(DDC) | | |
| 5 | Ground | | RGB IN 2: - | | |
| 6 | Ground Red | | RGB OUT: - | | |
| 7 | Ground Green | 13 | H. sync./ Composite sync. | | |
| 8 | Ground Blue | 14 | Vertical sync | | |



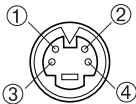
2. Digital Receptacle Connector (DVI)

| Pin No | Signal | Pin No | Signal | Pin No | Signal |
|--------|----------------------------|--------|--------------------------------|--------|-----------------------|
| 1 | T.M.D.S. Data 2 - | 11 | T.M.D.S. Data 1 / 3 Shield | 21 | - |
| 2 | T.M.D.S. Data 2 + | 12 | - | 22 | T.M.D.S. Clock Shield |
| 3 | T.M.D.S. Data 2 / 4 Shield | 13 | - | 23 | T.M.D.S. Clock + |
| 4 | - | 14 | +5V Power | 24 | T.M.D.S. Clock - |
| 5 | - | 15 | Ground (+5V, Analog H/V Sync.) | | |
| 6 | DDC Clock | 16 | Hot-Plug Sense | | |
| 7 | DDC Data | 17 | T.M.D.S. Data 0 - | | |
| 8 | Analog V. Sync. | 18 | T.M.D.S. Data 0 + | | |
| 9 | T.M.D.S. Data 1 - | 19 | T.M.D.S. Data 0 / 5 Shield | | |
| 10 | T.M.D.S. Data 1 + | 20 | - | | |



3. Mini Din 4-pin Connector (S-VIDEO)

| Pin No | Signal |
|--------|---|
| 1 | Color:0.286Vp-p (NTSC, burst signal),75Ω terminator 0.3Vp-p (PAL/SECAM, burst signal),75Ω terminator |
| 2 | Brightness:1.0Vp-p, 75Ω terminator |
| 3 | Ground |
| 4 | Ground |



TECHNICAL (continued)

Example of computer signal

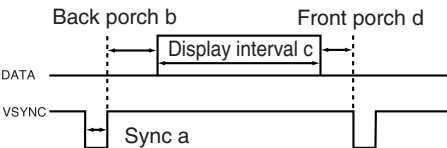
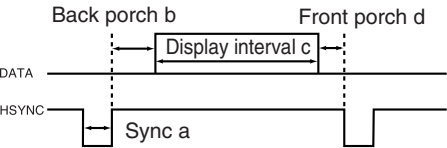
| Resolution H × V | fH (kHz) | fV (Hz) | Rating | Signal mode |
|---------------------|----------|---------|--------|-------------|
| 720 × 400 | 37.9 | 85.0 | VESA | TEXT |
| 640 × 480 | 31.5 | 59.9 | VESA | VGA (60Hz) |
| 640 × 480 | 35.0 | 66.7 | | Mac13"mode |
| 640 × 480 | 37.9 | 72.8 | VESA | VGA (72Hz) |
| 640 × 480 | 37.5 | 75.0 | VESA | VGA (75Hz) |
| 640 × 480 | 43.3 | 85.0 | VESA | VGA (85Hz) |
| 800 × 600 | 35.2 | 56.3 | VESA | SVGA (56Hz) |
| 800 × 600 | 37.9 | 60.3 | VESA | SVGA (60Hz) |
| 800 × 600 | 48.1 | 72.2 | VESA | SVGA (72Hz) |
| 800 × 600 | 46.9 | 75.0 | VESA | SVGA (75Hz) |
| 800 × 600 | 53.7 | 85.1 | VESA | SVGA (85Hz) |
| 832 × 624 | 49.7 | 74.5 | | Mac16"mode |
| 1024 × 768 | 48.4 | 60.0 | VESA | XGA (60Hz) |
| 1024 × 768 | 56.5 | 70.1 | VESA | XGA (70Hz) |
| 1024 × 768 | 60.0 | 75.0 | VESA | XGA (75Hz) |
| 1024 × 768 | 68.7 | 85.0 | VESA | XGA (85Hz) |
| 1152 × 864 | 67.5 | 75.0 | VESA | SXGA (75Hz) |
| 1280 × 960 | 60.0 | 60.0 | VESA | SXGA (60Hz) |
| 1280 × 1024 | 64.0 | 60.0 | VESA | SXGA (60Hz) |
| 1280 × 1024 | 80.0 | 75.0 | VESA | SXGA (75Hz) |
| 1280 × 1024 | 91.2 | 85.0 | VESA | SXGA (85Hz) |
| 1600 × 1200 | 75.0 | 60.0 | VESA | UXGA (60Hz) |

NOTE • Some computers may have multiple display screen modes. Use of some of these modes will not be possible with this projector.

- Be sure to check jack type, signal level, timing and resolution before connecting this projector to a computer.
- Depending on the input signal, full-size display may not be possible in some cases. Refer to the number of display pixels above.
- The image might be something wrong with computer by computer on the digital RGB mode. In the case, it is recommended to reduce the resolution and / or refresh rate.

Initial set signals

The following signals are used for the initial settings.
The signal timing of some computer models may be different. In such case, refer to adjust the V.POSIT and H.POSIT of the menu.



| Computer / Signal | Horizontal signal timing (μs) | | | |
|-------------------|-------------------------------|-----|------|-----|
| | a | b | c | d |
| TEXT | 2.0 | 3.0 | 20.3 | 1.0 |
| VGA (60Hz) | 3.8 | 1.9 | 25.4 | 0.6 |
| Mac 13"mode | 2.1 | 3.2 | 21.2 | 2.1 |
| VGA (72Hz) | 1.3 | 3.8 | 20.3 | 1.0 |
| VGA (75Hz) | 2.0 | 3.8 | 20.3 | 0.5 |
| VGA (85Hz) | 1.6 | 2.2 | 17.8 | 1.6 |
| SVGA (56Hz) | 2.0 | 3.6 | 22.2 | 0.7 |
| SVGA (60Hz) | 3.2 | 2.2 | 20.0 | 1.0 |
| SVGA (72Hz) | 2.4 | 1.3 | 16.0 | 1.1 |
| SVGA (75Hz) | 1.6 | 3.2 | 16.2 | 0.3 |
| SVGA (85Hz) | 1.1 | 2.7 | 14.2 | 0.6 |
| Mac 16"mode | 1.1 | 3.9 | 14.5 | 0.6 |
| XGA (60Hz) | 2.1 | 2.5 | 15.8 | 0.4 |
| XGA (70Hz) | 1.8 | 1.9 | 13.7 | 0.3 |
| XGA (75Hz) | 1.2 | 2.2 | 13.0 | 0.2 |
| XGA (85Hz) | 1.0 | 2.2 | 10.8 | 0.5 |
| 1152×864 (75Hz) | 1.2 | 2.4 | 10.7 | 0.6 |
| 1280×960 (60Hz) | 1.0 | 2.9 | 11.9 | 0.9 |
| 1280×1024 (60Hz) | 1.0 | 2.3 | 11.9 | 0.4 |
| 1280×1024 (75Hz) | 1.1 | 1.8 | 9.5 | 0.1 |
| 1280×1024 (85Hz) | 1.0 | 1.4 | 8.1 | 0.4 |
| 1600×1200 (60Hz) | 1.2 | 1.9 | 9.9 | 0.4 |

| Computer / Signal | Vertical signal timing (lines) | | | |
|-------------------|--------------------------------|----|------|----|
| | a | b | c | d |
| TEXT | 3 | 42 | 400 | 1 |
| VGA (60Hz) | 2 | 33 | 480 | 10 |
| Mac 13"mode | 3 | 39 | 480 | 3 |
| VGA (72Hz) | 3 | 28 | 480 | 9 |
| VGA (75Hz) | 3 | 16 | 480 | 1 |
| VGA (85Hz) | 3 | 25 | 480 | 1 |
| SVGA (56Hz) | 2 | 22 | 600 | 1 |
| SVGA (60Hz) | 4 | 23 | 600 | 1 |
| SVGA (72Hz) | 6 | 23 | 600 | 37 |
| SVGA (75Hz) | 3 | 21 | 600 | 1 |
| SVGA (85Hz) | 3 | 27 | 600 | 1 |
| Mac 16"mode | 3 | 39 | 624 | 1 |
| XGA (60Hz) | 6 | 29 | 768 | 3 |
| XGA (70Hz) | 6 | 29 | 768 | 3 |
| XGA (75Hz) | 3 | 28 | 768 | 1 |
| XGA (85Hz) | 3 | 36 | 768 | 1 |
| 1152×864 (75Hz) | 3 | 32 | 864 | 1 |
| 1280×960 (60Hz) | 3 | 36 | 960 | 1 |
| 1280×1024 (60Hz) | 3 | 38 | 1024 | 1 |
| 1280×1024 (75Hz) | 3 | 38 | 1024 | 1 |
| 1280×1024 (85Hz) | 3 | 44 | 1024 | 1 |
| 1600×1200 (60Hz) | 3 | 46 | 1200 | 1 |

Connection to the Mouse Control

1. PS/2, ADB or Serial Mouse

- (1) Turn off the projector and computer, and connect the two units with the appropriate cable. For PS/2 mouse control (for IBM and compatible), use the enclosed mouse cable. For others, consult your dealer.
- (2) Disconnect the USB cable from the projector if it is connected. Then turn on the projector.
- (3) Turn on the computer.
- (4) Start the mouse function. If the mouse has not been started, reboot the computer (soft reboot or reboot buttons). Refer to the descriptions of “DISC PAD” and “MOUSE/RIGHT button” of page 4.

2. USB Mouse

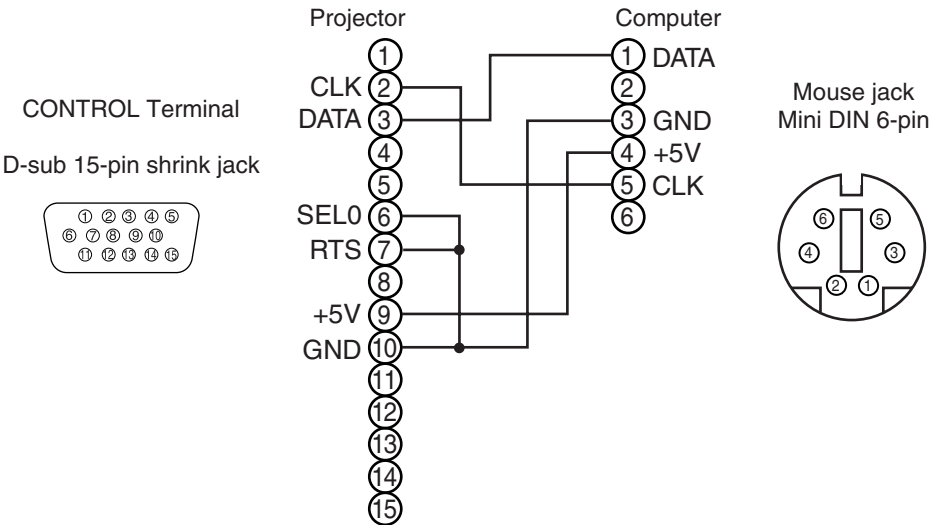
- (1) Connect the projector and computer with a suitable commercially available USB cable. Consult your dealer to get the cable, if you need.
- (2) Start the mouse function. Refer to the descriptions of “DISC PAD” and “MOUSE/RIGHT button” of page 4.

NOTE • Before connecting, read the instruction manuals of the devices to be connected.

- In the case of notebook type computers with an internal pointing device, the mouse control function will not work unless the internal pointing device is disabled. In such case, disable the internal pointing device and change the BIOS setting to select an external mouse before the operations described in (1) to (5) above.

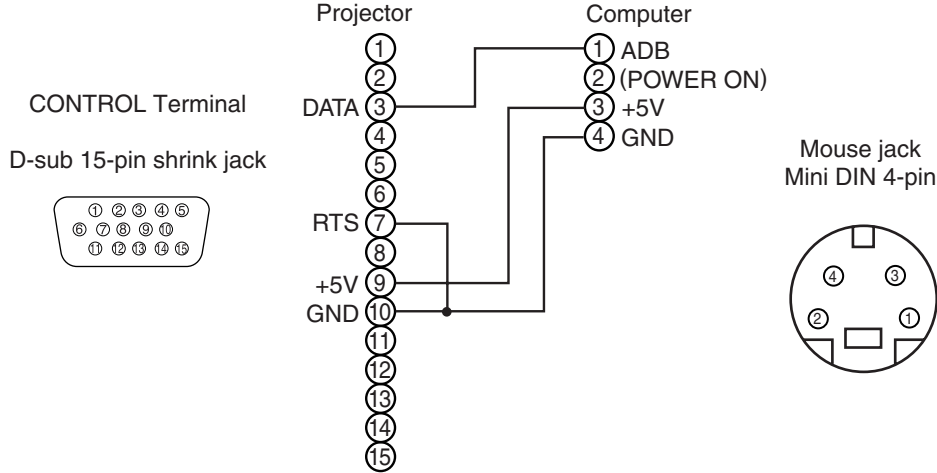
Also, some computers may not have a utility program to operate a mouse.
Refer to the computer hardware manual for detail.

PS/2 Mouse

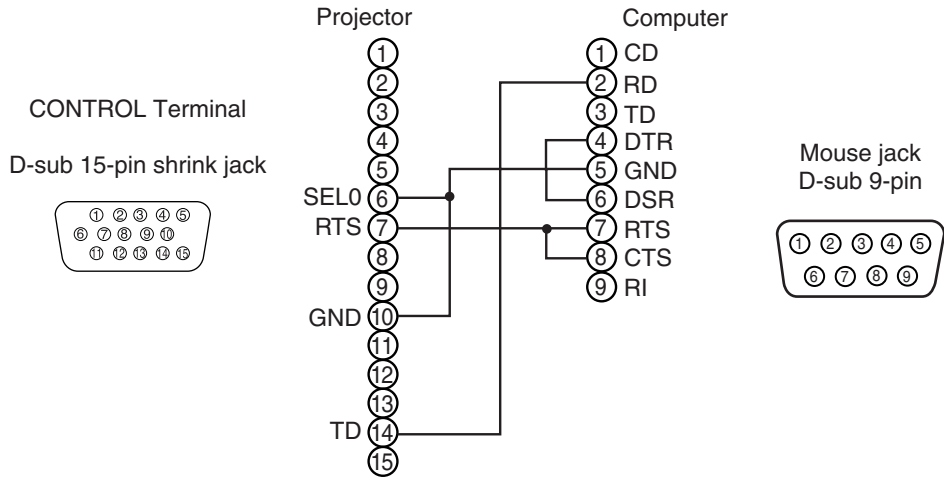


TECHNICAL (continued)

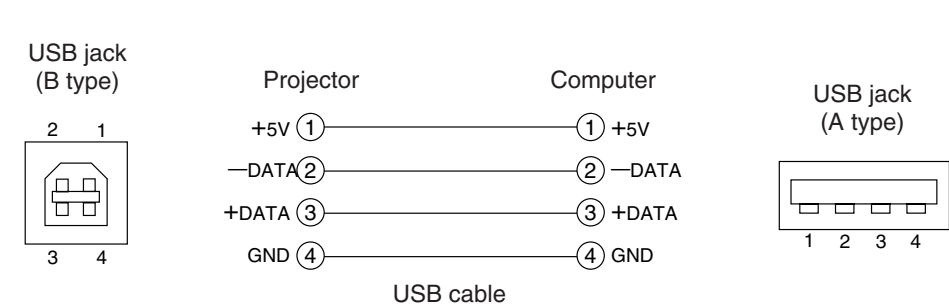
ADB Mouse



Serial Mouse



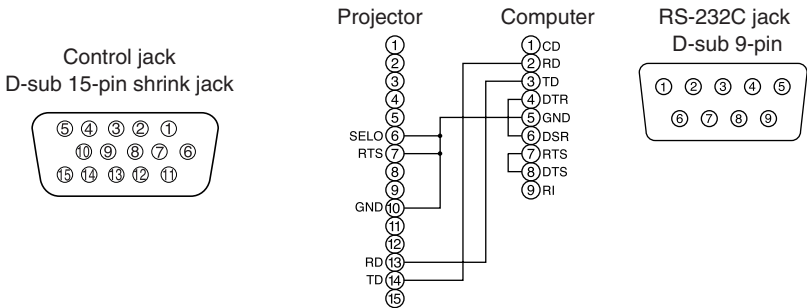
USB Mouse



TECHNICAL (continued)

RS-232C communication

- (1) Turn off the projector and computer power supplies and connect with the RS-232C cable.
- (2) Turn on the computer power supply and, after the computer has started up, turn on the projector power supply.



Communications setting

19200bps, 8N1

1 Protocol

Consist of header (7 bytes) + command data (6 bytes).

2 Header

BE + EF + 03 + 06 + 00 + CRC_low + CRC_high

CRC_low : Lower byte of CRC flag for command data.

CRC_high : Upper byte of CRC flag for command data.

3 Command data

Command data chart

| byte_0 | byte_1 | byte_2 | byte_3 | byte_4 | byte_5 |
|--------|--------|--------|--------|--------------|--------|
| Action | | Type | | Setting code | |
| low | high | low | high | low | high |

Action (byte_0 - 1)

| Action | Classification | Content |
|--------|----------------|--------------------------------------|
| 1 | SET | Change setting to desired value. |
| 2 | GET | Read projector internal setup value. |
| 4 | INCREMENT | Increment setup value by 1. |
| 5 | DECREMENT | Decrement setup value by 1. |
| 6 | EXECUTE | Run a command. |

TECHNICAL (continued)

Requesting projector status (Get command)

- (1) Send the request code Header + Command data ('02H'+ '00H' + type (2 bytes) + '00H'+ '00H') from the computer to the projector.
- (2) The projector returns the response code '1DH' + data (2 bytes) to the computer.

Changing the projector settings (Set command)

- (1) Send the setting code Header + Command data ('01H'+ '00H' + type (2 bytes) + setting code (2 bytes)) from the computer to the projector.
- (2) The projector changes the setting based on the above setting code.
- (3) The projector returns the response code '06H' to the computer.

Using the projector default settings (Reset Command)

- (1) The computer sends the default setting code Header + Command data ('06H'+ '00H' + type (2 bytes) + '00H'+ '00H') to the projector.
- (2) The projector changes the specified setting to the default value.
- (3) The projector returns the response code '06H' to the computer.

Increasing the projector setting value (Increment command)

- (1) The computer sends the increment code Header + Command data ('04H'+ '00H' + type (2 bytes) + '00H'+ '00H') to the projector.
- (2) The projector increases the setting value on the above setting code.
- (3) The projector returns the response code '06H' to the computer.

Decreasing the projector setting value (Decrement command)

- (1) The computer sends the decrement code Header + Command data ('05H'+ '00H' + type (2 bytes) + '00H'+ '00H') to the projector.
- (2) The projector decreases the setting value on the above setting code.
- (3) The projector returns the response code '06H' to the computer.

When a command sent by the projector cannot be understood by the computer

When the command sent by the projector cannot be understood, the error command '15H' is returned by the computer. Some times, the projector ignores RS-232C commands during other works. If the error command '15H' is returned, please send the same command again.

When data sent by the projector cannot be practice

When the command sent by the projector cannot be practiced, the the error code '1cH' + 'xxxxH' is returned.

When the data length is greater than indicated by the data length code, the projector will ignore the excess data code.

Conversely, when the data length is shorter than indicated by the data length code, an error code will be returned to the projector.

NOTE • Operation cannot be guaranteed when the projector receives an undefined command or data.

- Provide an interval of at least 40ms between the response code and any other code.
- The projector outputs test data when the power supply is switched ON, and when the lamp is lit. Ignore this data.
- Commands are not accepted during warm-up.

TECHNICAL (continued)

Command data chart

| Names | Operation type | | Header | | | | Command data | | | |
|-------------|----------------|-------------|--------|----|----|-------|--------------|-------|--------------|-------|
| | | | | | | | Action | Type | Setting code | |
| Blank Color | Set | Red | BE | EF | 03 | 06 00 | 3B D3 | 01 00 | 00 30 | 00 00 |
| | | Orange | BE | EF | 03 | 06 00 | AB D2 | 01 00 | 00 30 | 01 00 |
| | | Green | BE | EF | 03 | 06 00 | 5B D2 | 01 00 | 00 30 | 02 00 |
| | | Blue | BE | EF | 03 | 06 00 | CB D3 | 01 00 | 00 30 | 03 00 |
| | | Purple | BE | EF | 03 | 06 00 | FB D1 | 01 00 | 00 30 | 04 00 |
| | | White | BE | EF | 03 | 06 00 | 6B D0 | 01 00 | 00 30 | 05 00 |
| | | Black | BE | EF | 03 | 06 00 | 9B D0 | 01 00 | 00 30 | 06 00 |
| | Get | | BE | EF | 03 | 06 00 | 08 D3 | 02 00 | 00 30 | 00 00 |
| Mirror | Set | Normal | BE | EF | 03 | 06 00 | C7 D2 | 01 00 | 01 30 | 00 00 |
| | | H Inverse | BE | EF | 03 | 06 00 | 57 D3 | 01 00 | 01 30 | 01 00 |
| | | V Inverse | BE | EF | 03 | 06 00 | A7 D3 | 01 00 | 01 30 | 02 00 |
| | | H&V Inverse | BE | EF | 03 | 06 00 | 37 D2 | 01 00 | 01 30 | 03 00 |
| | Get | | BE | EF | 03 | 06 00 | F4 D2 | 02 00 | 01 30 | 00 00 |
| Freeze | Set | Normal | BE | EF | 03 | 06 00 | 83 D2 | 01 00 | 02 30 | 00 00 |
| | | Freeze | BE | EF | 03 | 06 00 | 13 D3 | 01 00 | 02 30 | 01 00 |
| | Get | | BE | EF | 03 | 06 00 | B0 D2 | 02 00 | 02 30 | 00 00 |
| Menu Color | Set | Red | BE | EF | 03 | 06 00 | 7F D3 | 01 00 | 03 30 | 00 00 |
| | | Orange | BE | EF | 03 | 06 00 | EF D2 | 01 00 | 03 30 | 01 00 |
| | | Green | BE | EF | 03 | 06 00 | 1F D2 | 01 00 | 03 30 | 02 00 |
| | | Blub | BE | EF | 03 | 06 00 | 8F D3 | 01 00 | 03 30 | 03 00 |
| | | Purple | BE | EF | 03 | 06 00 | BF D1 | 01 00 | 03 30 | 04 00 |
| | | Transparent | BE | EF | 03 | 06 00 | 2F D0 | 01 00 | 03 30 | 05 00 |
| | | Gray | BE | EF | 03 | 06 00 | DF D0 | 01 00 | 03 30 | 06 00 |
| | Get | | BE | EF | 03 | 06 00 | 4C D3 | 02 00 | 03 30 | 00 00 |
| Startup | Set | Turn ON | BE | EF | 03 | 06 00 | 0B D2 | 01 00 | 04 30 | 00 00 |
| | | Turn OFF | BE | EF | 03 | 06 00 | 9B D3 | 01 00 | 04 30 | 01 00 |
| | Get | | BE | EF | 03 | 06 00 | 38 D2 | 02 00 | 04 30 | 00 00 |
| Language | Set | English | BE | EF | 03 | 06 00 | F7 D3 | 01 00 | 05 30 | 00 00 |
| | | Français | BE | EF | 03 | 06 00 | 67 D2 | 01 00 | 05 30 | 01 00 |
| | | Deutsch | BE | EF | 03 | 06 00 | 97 D2 | 01 00 | 05 30 | 02 00 |
| | | Español | BE | EF | 03 | 06 00 | 07 D3 | 01 00 | 05 30 | 03 00 |
| | | Italiano | BE | EF | 03 | 06 00 | 37 D1 | 01 00 | 05 30 | 04 00 |
| | | Norsk | BE | EF | 03 | 06 00 | A7 D0 | 01 00 | 05 30 | 05 00 |
| | | Nederlands | BE | EF | 03 | 06 00 | 57 D0 | 01 00 | 05 30 | 06 00 |
| | | Português | BE | EF | 03 | 06 00 | C7 D1 | 01 00 | 05 30 | 07 00 |
| | | Japanese | BE | EF | 03 | 06 00 | 37 D4 | 01 00 | 05 30 | 08 00 |
| | Get | | BE | EF | 03 | 06 00 | C4 D3 | 02 00 | 05 30 | 00 00 |

TECHNICAL (continued)

Command data chart

| Names | Operation type | | Header | | | | Command data | | |
|-----------------------|----------------|-----------|---|----|-------|-------|--------------|-------|--------------|
| | | | | | | | Action | Type | Setting code |
| Magnify | Get | | BE EF | 03 | 06 00 | 7C D2 | 02 00 | 07 30 | 00 00 |
| | Increment | | BE EF | 03 | 06 00 | 1A D2 | 04 00 | 07 30 | 00 00 |
| | Decrement | | BE EF | 03 | 06 00 | CB D3 | 05 00 | 07 30 | 00 00 |
| Auto off | Get | | BE EF | 03 | 06 00 | 08 86 | 02 00 | 10 31 | 00 00 |
| | Increment | | BE EF | 03 | 06 00 | 6E 86 | 04 00 | 10 31 | 00 00 |
| | Decrement | | BE EF | 03 | 06 00 | BF 87 | 05 00 | 10 31 | 00 00 |
| Brightness Reset | Execute | | BE EF | 03 | 06 00 | 58 D3 | 06 00 | 00 70 | 00 00 |
| Contrast Reset | Execute | | BE EF | 03 | 06 00 | A4 D2 | 06 00 | 01 70 | 00 00 |
| V.Position Reset | Execute | | BE EF | 03 | 06 00 | E0 D2 | 06 00 | 02 70 | 00 00 |
| H.Position Reset | Execute | | BE EF | 03 | 06 00 | IC D3 | 06 00 | 03 70 | 00 00 |
| H.Size Reset | Execute | | BE EF | 03 | 06 00 | 68 D2 | 06 00 | 04 70 | 00 00 |
| Color Balance R Reset | Execute | | BE EF | 03 | 06 00 | 94 D3 | 06 00 | 05 70 | 00 00 |
| Color Balance B Reset | Execute | | BE EF | 03 | 06 00 | D0 D3 | 06 00 | 06 70 | 00 00 |
| Sharpness Reset | Execute | | BE EF | 03 | 06 00 | C4 D0 | 06 00 | 09 70 | 00 00 |
| Color Reset | Execute | | BE EF | 03 | 06 00 | 80 D0 | 06 00 | 0A 70 | 00 00 |
| Tint Reset | Execute | | BE EF | 03 | 06 00 | 7C D1 | 06 00 | 0B 70 | 00 00 |
| Keystone_V Reset | Execute | | BE EF | 03 | 06 00 | 08 D0 | 06 00 | 0C 70 | 00 00 |
| Auto | Execute | | BE EF | 03 | 06 00 | 91 D0 | 06 00 | 0A 20 | 00 00 |
| Blank on/off | Set | off | BE EF | 03 | 06 00 | FB D8 | 01 00 | 20 30 | 00 00 |
| | | on | BE EF | 03 | 06 00 | 6B D9 | 01 00 | 20 30 | 01 00 |
| | Get | | BE EF | 03 | 06 00 | C8 D8 | 02 00 | 20 30 | 00 00 |
| Error Status | Get | | BE EF | 03 | 06 00 | D9 D8 | 02 00 | 20 60 | 00 00 |
| | | | (Example of Return) 00 00 01 00 02 00 03 00 (Normal) (Cover-error) (Fan-error) (Lamp-error) | | | | | | |
| | | | 04 00 05 00 06 00 (reserved) (reserved) (Lamp-Time-over) | | | | | | |
| Power | Set | OFF | BE EF | 03 | 06 00 | 2A D3 | 01 00 | 00 60 | 00 00 |
| | | ON | BE EF | 03 | 06 00 | BA D2 | 01 00 | 00 60 | 01 00 |
| | Get | | BE EF | 03 | 06 00 | 19 D3 | 02 00 | 00 60 | 00 00 |
| Input Source | Set | RGB1 | BE EF | 03 | 06 00 | FE D2 | 01 00 | 00 20 | 00 00 |
| | | RGB2 | BE EF | 03 | 06 00 | 3E D0 | 01 00 | 00 20 | 04 00 |
| | | DVI | BE EF | 03 | 06 00 | 0E D2 | 01 00 | 00 20 | 03 00 |
| | | Video | BE EF | 03 | 06 00 | 6E D3 | 01 00 | 00 20 | 01 00 |
| | | SVideo | BE EF | 03 | 06 00 | 9E D3 | 01 00 | 00 20 | 02 00 |
| | | Component | BE EF | 03 | 06 00 | AE D1 | 01 00 | 00 20 | 05 00 |
| | Get | | BE EF | 03 | 06 00 | CD D2 | 02 00 | 00 20 | 00 00 |
| Volume | Get | | BE EF | 03 | 06 00 | 31 D3 | 02 00 | 01 20 | 00 00 |
| | Increment | | BE EF | 03 | 06 00 | 57 D3 | 04 00 | 01 20 | 00 00 |
| | Decrement | | BE EF | 03 | 06 00 | 86 D2 | 05 00 | 01 20 | 00 00 |

TECHNICAL (continued)

Command data chart

| Names | Operation type | | Header | | | | Command data | | | |
|-------------------------------------|----------------|-----------|--------|----|----|-------|--------------|-------|--------------|-------|
| | | | | | | | Action | Type | Setting code | |
| Mute | Set | Normal | BE | EF | 03 | 06 00 | 46 D3 | 01 00 | 02 20 | 00 00 |
| | | Mute | BE | EF | 03 | 06 00 | D6 D2 | 01 00 | 02 20 | 01 00 |
| | Get | | BE | EF | 03 | 06 00 | 75 D3 | 02 00 | 02 20 | 00 00 |
| Brightness | Get | | BE | EF | 03 | 06 00 | 89 D2 | 02 00 | 03 20 | 00 00 |
| | Increment | | BE | EF | 03 | 06 00 | EF D2 | 04 00 | 03 20 | 00 00 |
| | Decrement | | BE | EF | 03 | 06 00 | 3E D3 | 05 00 | 03 20 | 00 00 |
| Contrast | Get | | BE | EF | 03 | 06 00 | FD D3 | 02 00 | 04 20 | 00 00 |
| | Increment | | BE | EF | 03 | 06 00 | 9B D3 | 04 00 | 04 20 | 00 00 |
| | Decrement | | BE | EF | 03 | 06 00 | 4A D2 | 05 00 | 04 20 | 00 00 |
| Color Balance R | Get | | BE | EF | 03 | 06 00 | 01 D2 | 02 00 | 05 20 | 00 00 |
| | Increment | | BE | EF | 03 | 06 00 | 67 D2 | 04 00 | 05 20 | 00 00 |
| | Decrement | | BE | EF | 03 | 06 00 | B6 D3 | 05 00 | 05 20 | 00 00 |
| Color Balance B | Get | | BE | EF | 03 | 06 00 | 45 D2 | 02 00 | 06 20 | 00 00 |
| | Increment | | BE | EF | 03 | 06 00 | 23 D2 | 04 00 | 06 20 | 00 00 |
| | Decrement | | BE | EF | 03 | 06 00 | F2 D3 | 05 00 | 06 20 | 00 00 |
| Keystone_V | Get | | BE | EF | 03 | 06 00 | B9 D3 | 02 00 | 07 20 | 00 00 |
| | Increment | | BE | EF | 03 | 06 00 | DF D3 | 04 00 | 07 20 | 00 00 |
| | Decrement | | BE | EF | 03 | 06 00 | 0E D2 | 05 00 | 07 20 | 00 00 |
| Keystone_H | Get | | BE | EF | 03 | 06 00 | E9 D0 | 02 00 | 0B 20 | 00 00 |
| | Increment | | BE | EF | 03 | 06 00 | 8F D0 | 04 00 | 0B 20 | 00 00 |
| | Decrement | | BE | EF | 03 | 06 00 | 5E D1 | 05 00 | 0B 20 | 00 00 |
| Aspect | Set | 4:3, Full | BE | EF | 03 | 06 00 | 9E D0 | 01 00 | 08 20 | 00 00 |
| | | 16:9 | BE | EF | 03 | 06 00 | 0E D1 | 01 00 | 08 20 | 01 00 |
| | | Small | BE | EF | 03 | 06 00 | FE D1 | 01 00 | 08 20 | 02 00 |
| | | Real | BE | EF | 03 | 06 00 | 6E D0 | 01 00 | 08 20 | 03 00 |
| | Get | | BE | EF | 03 | 06 00 | AD D0 | 02 00 | 08 20 | 00 00 |
| Display Position at 16 : 9 or Small | Set | Default | BE | EF | 03 | 06 00 | 62 D1 | 01 00 | 09 20 | 00 00 |
| | | Bottom | BE | EF | 03 | 06 00 | F2 D0 | 01 00 | 09 20 | 01 00 |
| | | Top | BE | EF | 03 | 06 00 | 02 D0 | 01 00 | 09 20 | 02 00 |
| | Get | | BE | EF | 03 | 06 00 | 51 D1 | 02 00 | 09 20 | 00 00 |
| V.Position | Get | | BE | EF | 03 | 06 00 | 0D 83 | 02 00 | 00 21 | 00 00 |
| | Increment | | BE | EF | 03 | 06 00 | 6B 83 | 04 00 | 00 21 | 00 00 |
| | Decrement | | BE | EF | 03 | 06 00 | BA 82 | 05 00 | 00 21 | 00 00 |
| H.Position | Get | | BE | EF | 03 | 06 00 | F1 82 | 02 00 | 01 21 | 00 00 |
| | Increment | | BE | EF | 03 | 06 00 | 97 82 | 04 00 | 01 21 | 00 00 |
| | Decrement | | BE | EF | 03 | 06 00 | 46 83 | 05 00 | 01 21 | 00 00 |
| H.Size | Get | | BE | EF | 03 | 06 00 | B5 82 | 02 00 | 02 21 | 00 00 |
| | Increment | | BE | EF | 03 | 06 00 | D3 82 | 04 00 | 02 21 | 00 00 |
| | Decrement | | BE | EF | 03 | 06 00 | 02 83 | 05 00 | 02 21 | 00 00 |
| H.Phase | Get | | BE | EF | 03 | 06 00 | 49 83 | 02 00 | 03 21 | 00 00 |
| | Increment | | BE | EF | 03 | 06 00 | 2F 83 | 04 00 | 03 21 | 00 00 |
| | Decrement | | BE | EF | 03 | 06 00 | FE 82 | 05 00 | 03 21 | 00 00 |

TECHNICAL (continued)

Command data chart

| Names | Operation type | | Header | | | | Command data | | |
|--------------|----------------|-----------|--------|----|-------|-------|--------------|-------|--------------|
| | | | | | | | Action | Type | Setting code |
| Sharpness | Get | | BE EF | 03 | 06 00 | F1 72 | 02 00 | 01 22 | 00 00 |
| | Increment | | BE EF | 03 | 06 00 | 97 72 | 04 00 | 01 22 | 00 00 |
| | Decrement | | BE EF | 03 | 06 00 | 46 73 | 05 00 | 01 22 | 00 00 |
| Color | Get | | BE EF | 03 | 06 00 | B5 72 | 02 00 | 02 22 | 00 00 |
| | Increment | | BE EF | 03 | 06 00 | D3 72 | 04 00 | 02 22 | 00 00 |
| | Decrement | | BE EF | 03 | 06 00 | 02 73 | 05 00 | 02 22 | 00 00 |
| Tint | Get | | BE EF | 03 | 06 00 | 49 73 | 02 00 | 03 22 | 00 00 |
| | Increment | | BE EF | 03 | 06 00 | 2F 73 | 04 00 | 03 22 | 00 00 |
| | Decrement | | BE EF | 03 | 06 00 | FE 72 | 05 00 | 03 22 | 00 00 |
| Video Format | Set | Auto | BE EF | 03 | 06 00 | 9E 75 | 01 00 | 00 22 | 0A 00 |
| | | NTSC | BE EF | 03 | 06 00 | FE 71 | 01 00 | 00 22 | 04 00 |
| | | PAL | BE EF | 03 | 06 00 | 6E 70 | 01 00 | 00 22 | 05 00 |
| | | SECAM | BE EF | 03 | 06 00 | 6E 75 | 01 00 | 00 22 | 09 00 |
| | | NTSC 4.43 | BE EF | 03 | 06 00 | 5E 72 | 01 00 | 00 22 | 02 00 |
| | | M-PAL | BE EF | 03 | 06 00 | FE 74 | 01 00 | 00 22 | 08 00 |
| | | N-PAL | BE EF | 03 | 06 00 | 0E 71 | 01 00 | 00 22 | 07 00 |
| | Get | | BE EF | 03 | 06 00 | 0D 73 | 02 00 | 00 22 | 00 00 |
| Progressive | Set | off | BE EF | 03 | 06 00 | 4A 72 | 01 00 | 07 22 | 00 00 |
| | | TV | BE EF | 03 | 06 00 | DA 73 | 01 00 | 07 22 | 01 00 |
| | | FILM | BE EF | 03 | 06 00 | 2A 73 | 01 00 | 07 22 | 02 00 |
| | Get | | BE EF | 03 | 06 00 | 79 72 | 02 00 | 07 22 | 00 00 |
| Black | Set | off | BE EF | 03 | 06 00 | 5E 71 | 01 00 | 08 22 | 00 00 |
| | | on | BE EF | 03 | 06 00 | CE 70 | 01 00 | 08 22 | 01 00 |
| | Get | | BE EF | 03 | 06 00 | 6D 71 | 02 00 | 08 22 | 00 00 |
| HDTV | Set | 1080i | BE EF | 03 | 06 00 | F2 73 | 01 00 | 05 22 | 00 00 |
| | | 1035i | BE EF | 03 | 06 00 | 62 72 | 01 00 | 05 22 | 01 00 |
| | Get | | BE EF | 03 | 06 00 | C1 73 | 02 00 | 05 22 | 00 00 |
| PinP Size | Set | off | BE EF | 03 | 06 00 | FE 22 | 01 00 | 00 23 | 00 00 |
| | | Large | BE EF | 03 | 06 00 | 6E 23 | 01 00 | 00 23 | 01 00 |
| | | Small | BE EF | 03 | 06 00 | 9E 23 | 01 00 | 00 23 | 02 00 |
| | Get | | BE EF | 03 | 06 00 | Cd 22 | 02 00 | 00 23 | 00 00 |

TECHNICAL (continued)

Command data chart

| Names | Operation type | | Header | | | | Command data | | |
|---------------|----------------|--------------|--------|----|-------|-------|--------------|-------|--------------|
| | | | | | | | Action | Type | Setting code |
| PinP Position | Set | Upper left | BE EF | 03 | 06 00 | 02 23 | 01 00 | 01 23 | 00 00 |
| | | Upper right | BE EF | 03 | 06 00 | 92 22 | 01 00 | 01 23 | 01 00 |
| | | bottom left | BE EF | 03 | 06 00 | 62 22 | 01 00 | 01 23 | 03 00 |
| | | bottom right | BE EF | 03 | 06 00 | F2 23 | 01 00 | 01 23 | 02 00 |
| | Get | | BE EF | 03 | 06 00 | 31 23 | 02 00 | 01 23 | 00 00 |
| PinP Audio ch | Set | RGB | BE EF | 03 | 06 00 | BA 22 | 01 00 | 03 23 | 00 00 |
| | | Video | BE EF | 03 | 06 00 | 2A 23 | 01 00 | 03 23 | 01 00 |
| | Get | | BE EF | 03 | 06 00 | 89 22 | 02 00 | 03 23 | 00 00 |
| PinP Input | Set | Video | BE EF | 03 | 06 00 | D6 22 | 01 00 | 02 23 | 01 00 |
| | | S-Video | BE EF | 03 | 06 00 | 26 22 | 01 00 | 02 23 | 02 00 |
| | | Component | BE EF | 03 | 06 00 | 16 20 | 01 00 | 02 23 | 05 00 |
| | Get | | BE EF | 03 | 06 00 | 75 23 | 02 00 | 02 23 | 00 00 |
| Sync on G | Set | off | BE EF | 03 | 06 00 | CB D0 | 01 00 | 08 30 | 01 00 |
| | | on | BE EF | 03 | 06 00 | 5B D1 | 01 00 | 08 30 | 00 00 |
| | Get | | BE EF | 03 | 06 00 | 68 D1 | 02 00 | 08 30 | 00 00 |
| WHISPER | Set | NORMAL | BE EF | 03 | 06 00 | 3B 23 | 01 00 | 00 33 | 00 00 |
| | | WHISPER | BE EF | 03 | 06 00 | AB 22 | 01 00 | 00 33 | 01 00 |
| | Get | | BE EF | 03 | 06 00 | 08 23 | 02 00 | 00 33 | 00 00 |
| GAMMA | Set | NORMAL | BE EF | 03 | 06 00 | C7 F0 | 01 00 | A1 30 | 00 00 |
| | | CINEMA | BE EF | 03 | 06 00 | 57 F1 | 01 00 | A1 30 | 01 00 |
| | | DYNAMIC | BE EF | 03 | 06 00 | A7 F1 | 01 00 | A1 30 | 02 00 |
| | Get | | BE EF | 03 | 06 00 | F4 F0 | 02 00 | A1 30 | 00 00 |

REGULATORY NOTICES

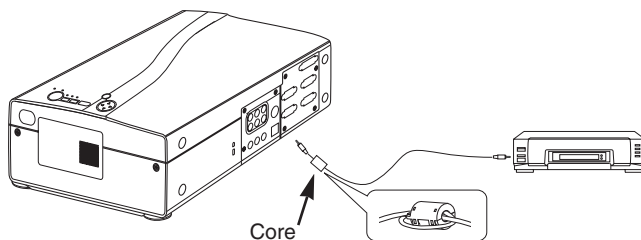
FCC Statement Warning

WARNING: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

INSTRUCTIONS TO USERS: This equipment complies with the requirements of FCC (Federal Communication Commission) equipment provided that the following conditions are met.

The cables may have to be used with the core set to the projector side. Use the cables which are included with the projector or specified.



CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

For the Customers in CANADA

NOTICE: This Class B digital apparatus complies with Canadian ICES-003.

Pour les utilisateurs au Canada

AVIS: Cet appareil numérique de la Classe B est conforme à la norme NMB-003 du Canada.

LEGAL INFORMATION

FIVE-YEAR LIMITED WARRANTY

This Dukane LCD projector is warranted to the original purchaser for a period of five (5) years from the original purchase date - in normal use and service - against defects in material and workmanship. DUKANE CORPORATION EXPRESSLY DISCLAIMS ALL OTHER WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

During the warranty period, Dukane Corporation will repair or replace (at the manufacturer's option) any such defective parts (except for the lamp, which is subject to whatever warranties the manufacturer may provide) without charge to the purchaser for parts or labor when the product is returned, prepaid and insured, with proof-of-purchase date. This remedy is void if the product has been damaged by accident, unreasonable use, neglect, improper service or other causes not arising out of defects in material or workmanship.

Dukane Corporation disclaims all liability for incidental or consequential damage of any kind, including all damages arising out of any interruptions in operation of the product and all damages to software.

No person, firm, or representative is authorized to assume any obligation or to make any warranty on behalf of the Dukane Corporation other than as stated above.

**THIS LIMITED WARRANTY IS VALID FOR U.S.A AND CANADA.
FOR OTHER LOCATIONS, LOCAL WARRANTIES APPLY.**

LAMP REPLACEMENT SERVICE & REPAIR POLICY & PROCEDURE

For service and parts, contact the Dukane AV Service Department at 1 (800) 676-2487 within the USA or 1 (630) 584-2300 worldwide. If you would like to send a facsimile (FAX), dial 1 (630) 584-5156 worldwide.

When requesting warranty service, please have the sales receipt available along with the model name and serial number.

If it becomes necessary to return the projector, use the original packing material and box (if retained) or pack securely. Dukane Corporation will not be liable for any pick-up or delivery charges or any expenses incurred for service calls or service supplied by anyone other than the Dukane AV Service Department.

Audio Visual Products

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DUKANE

Part # 401-601-00